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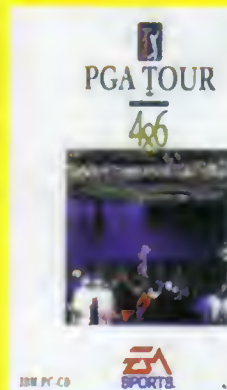
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CORRESPONDENCE



Former L.A. Police Chief, Daryl Gates surfs through the controversy and into interactive entertainment with *Police Quest: Open Season*.

Dear Sierra:

How come you worked with Gates? Don't you know that most people view his work and career as a complete disgrace? There must be someone out there that could do better. I want an explanation and it better be good!

A. KNOWLES
(VIA COMPUERVE)

We were going to say that we understand exactly how you feel, then forward the letter to Microsoft. Then, we realized that you were talking about Daryl Gates, the former Police Chief of Los Angeles. Seriously, we were pretty astounded by the amount of mail that we've received about our new game by former Los Angeles Police Chief, Daryl Gates, *Police Quest: Open Season*.

We admit that Gates is controversial. He carries a lot of views that many people don't agree with (like his often repeated conviction that all convicted drug peddlers should be executed). He also has been accused of some other views that he denies and we tend to disbelieve. (We've spent some time with the guy.) Why did we choose to work with Gates?

Who else can you name that was in on The Manson Murders, The Marilyn Monroe Suicide, the Watts Riots, the Hillside Strangler Case, and the assassination of Robert Kennedy? How many people in the world have commanded an 8,000-person police force? How many have 43 years of law enforcement to their credit? Gates has done all of those things and has all this experience, and he can share his experiences in an interesting way. That's why we work with him.

Give *Police Quest: Open Season* by Chief Daryl Gates a look - especially now that it's on CD in multimedia - and try to put into some perspective what you've heard in the media about the author. (For a real understanding of the life and work of Gates, read his book, *THE CHIEF*.) *Police Quest* is realistic, thought provoking and entertaining - much like Chief Gates himself.

Dear Sierra:

I just got the *Gabriel Knight* CD and I LIKE IT, BUT Why Tim Curry as Gabriel? The guy is hopelessly English, and Gabriel Knight is a Southern boy. It just doesn't make sense. Also, after you got so many good people for Gabriel, Why did you cast a bunch of "nobodys" for the *Leisure Suit Larry* CD?

J. Lynch
Atlanta, Georgia

Larry is a nobody, so our casting of Larry seemed appropriate. Seriously, when it came time to give *Leisure Suit Larry* a voice, designer Al Lowe did investigate the big names, but decided that the game would be better off without "a name." He wants gamers to always think of Larry as his lovable loser, and not think of him as a "Dana Carvey" voice or a "John Larroquette" character. (This was Al's personal choice as the designer of his games. Other designers have different opinions.)

Is Al wrong on this? Here's a test. Get a few friends who don't know the game and let them listen to Gabriel, but don't tell them which artist is providing the voice. They probably won't hear the English accent—our sample groups didn't. Obviously, this isn't a scientific test, your results may vary. But it does show that Al may have something here.



Actor, Tim Curry is the voice of Gabriel Knight—does Knight's English accent make him unbelievable as a New Orleans detective?

Dear Sierra:

What's happening with *Flight Sims*? I called to ask what would come after *Aces Over Europe* and no one there knew anything. I recently read a rumor in *Strategy Plus* magazine about an A-10 Tank Killer rewrite, any truth to it?

L. Smythe
Foster City, CA

The reporters at *Strategy Plus* Magazine didn't erroneously report rumors of a new A10 - the project was widely discussed, but the final decision is it won't ever get off the ground. There will be a new Historical Submarine Sim soon, *Aces of the Deep*, which may have already been launched by the time you read this. There are also many new CD releases of *Red Baron* and *Aces* flight sims that you may want to read about in this magazine.

The "engine" developers use to create the award-winning *Flight Simulations* hasn't been gathering dust. Take a look at new *MetalTech: Earthseige* and *Battledrome* for examples of

the kind of advances in presentation you'll be able to expect from future flight simulations as they are developed.

You can read about the CD versions of popular flight sims in the article CD SUMMER. A first look at the *MetalTech* games is on page 20. This info should bring you up to date.



Using the same but improved 3-D techniques used in flight sims bring the *MetalTech* robots to life.



Dynamix takes the plunge into WWII submarine simulation. Historical accuracy included.

Dear Sierra:

I am sick and tired of waiting six months for a CD version of your games. It seems like every time I finally break down and buy a Sierra game on disk (like I recently finally bought *Freddy Pharkas*) it immediately comes out on CD. I don't like paying for the disk version and then paying for the CD six months later. Fix this!

T. Fulton
Spring Hill, TN

The good news is that this won't be a problem for many Sierra games next year. (Bad News? It's because many Sierra releases will be CD only from now on.) In the mean time, you can upgrade any game you do have on disk to CD for only \$25. (Send your old Disk manual with a check to Customer Service to get the CD upgrade.)

Also, since we noted where you are from, we wanted to say "Thank you" for the Saturn's your town has made for many of us here at Sierra. We love 'em!



Freddy Pharkas looks fantastic on CD. And, you can look forward to many new Sierra CD games.

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THE INSIDE VIEW



Ken Williams is President of Sierra On-Line, which he co-founded fifteen years ago with his wife, Game Designer Roberta Williams. They live in Seattle with their son Chris, age 15. His brother DJ, 20, graduates from college this month. Way to go DJ!

Argh! Roberta needs a new computer. Her present computer, which she's only had three years, is now obsolete in just about every way it can be. How could this have occurred? It seems like just yesterday that we bought her the newest, hottest, fastest machine on the market. We got the very latest and very best even though it cost top dollar. We just wanted it to last for a while.

Three years for something as expensive as a computer is not a while.
Her computer is:

- a 386/25 with 8 megabytes of RAM
- a super VGA monitor with its own megabyte of RAM on a high performance video card
- a CD-ROM drive and sound card
- a 400 megabyte hard drive

I would be embarrassed to tell you how much we spent on this machine. For it's time, it was "state-of-the-art." One that the salesman said "would last for many years." The car that we could have bought at the same price would just now be coming up on its 30,000 mile maintenance inspection, but the computer is so obsolete that we have to start over. This is not fun.

I tried to upgrade. I did make a few calls to find out if I could just upgrade Roberta's

CPU to a faster chip. Nope - unless you count a 386/33 as a faster chip. The company that made her computer, once the largest mail order company around, has gone out of business. I asked a local retailer about replacing her motherboard and putting in a new Intel Pentium. (Roberta doesn't need this kind of computing power now, but I really want to avoid buying her a new computer for as long as possible). The retailer wasn't particularly helpful. He thought that maybe my video card would work with the faster motherboard but that I would probably need a new drive controller and cd-rom drive controller. In the end, the idea of upgrading got so confusing and expensive it wasn't even an option anymore.

I had to purchase a new multimedia soundcard because the last sound card we purchased wasn't part of a Multimedia Upgrade Kit, like they are now, and thus has never worked quite right with her CDROM drive. Some CDROM programs play music directly off the CD and some feed the data through the sound card. I bought an external mixer to merge the two different audios. This worked sometimes, but not consistently. Nowadays, the mixer is built right onto the soundcard.

Even Roberta's CDROM drive wasn't salvagable. Roberta bought it long before multimedia became "the new hot thing." It was single speed. Most of the new games coming out this require at least a double speed drive. I almost bought a Double Speed CDROM drive for Roberta's replacement, but at the last minute purchased a triple speed, just to be safe. It was expensive - everything about the new computer was expensive - but it will probably pay off in the long run. (I hope).

I really didn't want to buy a new computer for the house this year. They do seem to be getting cheaper by the week. But, Roberta needed a new computer today, not next week. She has two games in development for this Christmas, *King's Quest VII* and *Phantasmagoria*, both scheduled for shipment in just a few months. It's ironic that Roberta was the one that drove both these development projects, making decisions about what minimum computer standard would be supported, and was the person primarily responsible for making her own personal computer obsolete.

This is a problem that I know many of *InterAction's* readers have either recently addressed or are now facing. Sierra, in a way, is a part of the problem. Our designers are designing products that won't run on three year old computers, even though we know many of the players of our games own those machines. It's something that we've received many angry letters about over the years. I can't even guess how many letters we got saying things like "If you think I'll ever buy a new VGA card and a new monitor just to play your games, you're crazy." We got similar letters when we first supported music cards, mice and even when we made the jump from the original Apple Computers to the IBM PC.

Why do software companies, mine included, keep putting out games that require consumers to go buy new

The car that we could have bought at the same price would just now be coming up on its 30,000 mile maintenance inspection, but the computer is so obsolete that we have to start over. This is not fun.

computers or make heavy investments in the ones they already own? Why can't we settle on one standard machine, like a Nintendo or a Sega, so that families can stop spending money on computer upgrades? It seems crazy that the industry is doing this, but as a company and as an industry, we do it everyday.

Few of Sierra's products this Christmas will be available on floppy disk. Roberta's two new games for this year, *Phantasmagoria* and *King's Quest VII*, will probably never be available on floppy - at least not looking anything like they do on CD. *Phantasmagoria* is basically a film with live actors, real sets, props, etc. but because it's interactive, it will have as much video as eight full-length motion pictures. It would be pretty hard to ship *Phantasmagoria* on video tapes, much less floppy diskettes.

King's Quest VII has over one hundred

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EVIL

COMING SOON ON MULTIMEDIA CD

KING'S QUEST

THE PRINCELESS BRIDE



SIERRA

megabytes of Disney-like animation, even after data compression, and that 100 megabytes doesn't begin to address music, voices or the actual internals of the game itself. If we went crazy and decided to try to ship *King's Quest VII* on floppies, there wouldn't be a shelf at the software store big enough to hold the box. (Actually, I know some small software stores that might fit in a *King's Quest VII* floppy box).

There used to be a joke around the industry, back when Sierra started making games that took up 10 and 12 megabytes each, about how big our games were. (Most of the games from our competitors at this time were 1 to 3 megs each). They said we had plans to include a hard disk in each of our game boxes because it would be cheaper than using floppies. Now, even this wouldn't be feasible, unless it was a very expensive 500 megabyte hard drive, and for *Phantasmagoria* it would take four or five of them.

Both of these products use SVGA graphics exclusively. If you have an older VGA card, you will need a new graphics card. The new graphics are at much higher resolution than would be practical on a floppy disk, because the average SVGA screen uses four times as much data as an average VGA game screen would. (This doesn't count animations. I'm just talking background screens here). By the time you figure in music, voice, etc. it would be easy to figure that you'd need to swap 40 meg hard drives about every 20 screens if you attempted to play *King's Quest VII* from a standard hard drive.

With the higher graphic resolution comes a whole new set of problems for the older processing chips like the 386sx and even faster 386's. To animate a character means moving four times as much data around (so you need a faster CPU because the machine needs to move more of the screen). You also need four times as much RAM to hold the graphics in memory while the CPU moves them around onscreen. SVGA is strikingly beautiful, but from the machine's viewpoint, the amount of work it creates is somewhat staggering.

Sierra's designers do have the option not to push the state of the art. Sierra could ship our games this year with the same graphics support they had last year, but our games wouldn't sell nearly as well. They would be the same fun-to-play games that Sierra has always produced, but they just couldn't compete with other games. You see, this Christmas, other products on the shelves will also have four times the visual impact on each screen, and will also present themselves as miles ahead of anything you saw last Christmas. It would be an

embarrassment to Sierra's digital artists to ask them to ship games un-equipped to compete with games from other publishers, and we just couldn't ask our developers and designers to do that.

On the surface, it might not seem that the difference between VGA and SVGA would have that much impact. I've seen hi-definition television for instance, and the picture is better, but not worth scrapping my old tv over. I like the DAT machines we have in our audio studios, but I've never felt it would be worth it to have a DAT player instead of a Cassette deck in my car dash. The jump to SVGA is bigger than this..

The jump from VGA to SVGA is not like the difference between black and white movies and color ones (I actually like a lot of old black and white movies). This is more like the difference between a true

*In a way, Roberta is
a part of the problem.
She is consciously
designing products
that won't run on
three year
old computers.*

motion picture full of dazzling special effects versus Saturday morning cartoons. For the same price - or less - that you may have bought your first 286 for back in 1991, today people are walking out of stores with true multimedia machines.

Once you own one of today's multimedia computers, you are not going to accept floppy disk based games, with cartoon graphics and a tin-can sounding soundtrack. Not once you own a machine that is capable of immersing you in a chilling interactive experience. Imagine becoming part of a psycho-horror presentation where you'll experience dream sequences so real you'll believe they are real, and where the big surprise at the end might be accompanied by not just a blood curdling scream, but also a spooky gothic chant featuring over 100 perfectly orchestrated voices. Or perhaps, you'll want a more family oriented, magical and enchanting experience, that will not only make you forget that Disney animated video the family has watched 10 times, but also give your family enough challenge that you will play through it 10 times and not get the same experience twice.

Sierra's customers demand that Sierra's developers push your new state-of-the-art hardware to the limit, and mold it into the very best gaming experience possible. Sure, two years ago you paid top dollar for that 386, but when you jumped into *King's Quest V* or *Red Baron*, you knew that your friends were positively salivating behind your back. That was part of the fun wasn't it?

A major benefit, for both you and Sierra, is that through Sierra's developers being able to design software for leading edge computers, we have managed to attract a multi-talented and multi-award winning creative staff. Top talent does not want to design games for last years hardware.

Sierra's goal has always been to produce games which look and sound as good as movies but with interactive qualities that make them more than just multiple-ending films. We believe interactive devices like computers can tell a story much better than a film. More importantly, a computer lets the player feel a part of the story, rather than just a passive observer. Why watch something when you can participate? Wouldn't you rather manage your own baseball team than watch someone else? Pilot your own jet aircraft into combat rather than watch CNN? Slay your own dragon, and eat it for dinner, rather than read about someone else's exploits in the *Daventry Times*?

Once you have seen a game which makes full use of the multimedia capabilities of today's new super fast multimedia computers, there is no turning back. It may take a year, but by the end of next Christmas, many retailers will not even stock floppy disk based product and you probably won't want it anyway.

So, if you have made the decision to upgrade your computer, what should you buy? Pentium's are expensive right now. I actually ordered Roberta a 486/66 but then chickened out and changed the order to a Pentium. As expensive as computers are, they are even more expensive if you have to buy a new one every year. I wanted to buy a machine that would last at least three years.

If you are going to upgrade your computer over the next few months, there are a few things I think you should consider. What computer you should buy is really up to your hudget. At my house, our ability to pay the rent depends on our computer. We take this subject very seriously. Here are a few guidelines which I think you may want to keep in mind.

- Do not buy anything slower than a 486/33. To have a machine which will last a while, you should really consider at least a 486/66. If you can afford it, go for a Pentium. Rumors are that full multimedia

Step into the Multimedia World of Language and Culture with **Berlitz Live! Spanish**



Berlitz's Proven Language Learning Techniques Brought to Life with Sierra Multimedia

For many Americans picking up a second language can be confusing, even frustrating. Now Sierra On-Line makes learning Spanish fun and easy with the exciting new CD-ROM *Berlitz Live! Spanish*.

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Millions of Americans will attempt to learn Spanish this year. The first 100 who call the number below will get Berlitz Live! Spanish for 50% off.

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Your ticket to the Wonders of Latin America

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Pentium-based machines will drop under \$2,000 by Christmas. We'll see.

- Your choice of CDROM drive is important. Do not buy a single-speed CD-ROM drive. Ask about seek time and data transfer rate. Try for a seek time of under 350 milliseconds and a data transfer rate that is 300k per second or faster. If you can afford it, go to a triple or quadruple speed drive. They may not be compatible with some software today, but faster is the future and they'll no doubt become the standard sometime.

- Get lots of memory. At least four megabytes, but I strongly recommend a minimum of eight megabytes. Nothing can really mess up a good interactive experience like the interruption of an out of memory error.

- Consider a fast modem. At least 9600 baud. There is some truth in all the hype about the information highway. It will get here. There's already an interactive entertainment highway that's worth jumping onto, and as more commercial on-line services and more player-to-player products like *Battledrome* hit the street in the coming year, this little peripheral may turn out to be the reason you finally install that second phone line in the den.

Upgrade fever is about to strike video gamers as well as computer owners. Even video game systems are prone to obsolescence these days. My house has gone from 4-bit to 8-bit to 16-bit and now to a CD-ROM. New video game systems will be released in 1995 that have the power of computers. Nintendo, Sega and Sony are releasing the Reality, Saturn and the Play Station respectively. I have seen advance prototypes of these video game systems doing things no Pentium based PC could dream of. These video game systems look and sound as good as anything I've seen at quarter arcades.

InterActive entertainment comes in many forms, and the new video game platforms certainly qualify. Currently, the kinds of games that are sold for computers tend to be different than the games that are sold for video game systems. While today's video game systems have special hardware that allows them to do certain video effects such as scrolling the screen, animating characters and recognizing when two objects collide quickly, they tend to have slow processors and not enough real memory for presenting experiences of any depth. This means video game systems are very good at jumping, climbing and shooting games, but not so good at complex flight simulators or adventure games or word processors or multimedia encyclopedias.

The next wave of video game systems improve significantly on this wave. The

processors are the same speed or faster than today's computers, plus there are all the fancy graphic hardware usually found in video game systems. With this next evolution of video game hardware the gap between video games and personal computers will be very slim. Video games still have an edge in fancy graphics, but I'll make a projection now that you will see video game technology as an add-on to computers within the very near future. (Prototypes of both 3DO and CDI on a card that plug into your computer were the worst kept secret of the recent Consumer Electronics Show). Within a few years, video game-style flashy graphics hardware will become standard on computers, and at the same time you will see video game

The jump from VGA to SVGA is not like the difference between black and white movies and color ones (I actually like a lot of old black and white movies). This is more like the difference between a true motion picture full of dazzling special effects versus the very same story as a Saturday morning cartoon.

systems start to be sold with keyboards, printers and text editors. The lines between one type of interactive device and another will continue to blend for the foreseeable future.

When do the upgrades stop? Will I have to upgrade my computer every three years for the rest of my life? My VCR doesn't obsolete itself every three years. Nor does my TV, stereo or any of my other household appliances. Why can't the computer stabilize?

Technology is not going to stop evolving. No matter how fast computers or video game systems get, there will always be a bigger, faster system coming at the same price point. All you have to do is wait a year.


I have some ideas about long-term solutions to this problem, and about where this is all leading. I will be writing about this, and about the future of interactive technology, in the next issue of *InterAction*.

My problem is that while I am sitting here hypothesizing about the future, Roberta has continued to complain that she needs a new computer. So, what did I do? You'll be happy to know that Roberta is now happily debugging away on her

Christmas products; *King's Quest VII* and *Phantasmagoria* on her new Pentium based computer. The one with 16 megabytes and a triple speed CD-ROM drive. The one I'm hoping to get 30,000 miles out of. Somewhere there is an accountant looking at my credit card bill in amazement.

I know that everyone out there can't afford to go out and buy a machine like this. (Roberta has to because she's in the business) but I also know that according to my marketing research people, an amazing number of you already have them. If you're one of those people, you're in for a real show when you see Roberta's new games.

I also know that there are some of you out there that really can't afford any upgrade to your computer right now. All I can realistically tell you is that next year you'll start to see less in the way of new games that you can buy and play, but you'll also find a lot of good VGA disk-based software in the bargain bins and the inventory clearance sections of the software stores. There will be some great games to be found there, including perhaps some Sierra games you haven't played.

Well, just to close off this article, I'll give you the punch line. 24 hours after Roberta accepted delivery of her new machine, we saw the following headline screaming from the front-page of the business section of USA TODAY: "XXX Computer Co. announces 18% price reductions on most systems." Guess what computer she bought? Oh well, win some, lose some. The good news is that, as a Sierra customer, you'll always know that we are doing everything in our power to push your hardware to the limit. 

Sincerely,



Ken Williams

Ken Williams wants to hear from you!

We receive nice letters from our readers all the time (Thanks!) but for a future article, Ken Williams would like to hear from you on what you don't like that Sierra or InterAction Magazine have done. Go ahead. Let him have it. He needs to know! Send your letters to: Sierra's InterAction Magazine. ATTN: Inside View, P.O. Box 485, Coarsegold, CA 93644. (Due to volume of mail Ken Williams receives, please do not put contest entries, technical support questions, or other items in the same envelope as your letter).



INQUISITION 2000

In the beginning there was nothing. Then someone began typing away on their computer.

This someone was

Doug Smith and he was a programmer. He was typing away because he had an idea. In which there was a man named Jake Peril. Jake would be a bounty hunter. He would go cruising along through bungling-infested caves, and take their gold (Bunglings are these guys who walk around wearing red robes). The Bungling Empire had stolen everyone's money and hidden it throughout their empire. Jake would go in and with his speed, cunning, and laser gun retrieve the gold. Now, Doug thought, let's put this on a computer and let people play as Jake. He also thought that Jake probably wouldn't be the only one to receive money as a result of the game (and he was right). Well, Doug finished the game and called it *Loderunner* (yay!!).

Of course now he had to sell it, so he called up various software companies and asked them to help. Two of them went for it (Broderbund and us), and we lost. *Loderunner* went on to become the most popular game of its time. This was all in 1983, it eventually faded out and nobody knew what happened to it. 10 years later someone at Sierra was thinking about some of the best games ever made and thought let's remake *Loderunner*. So he called up Doug and found out that the previous contract had expired, so we could make *LR*. And the rest is history.

Well, if you hadn't guessed the topic this time, it's *Loderunner*. Now I feel the best way to describe it will be to make a level into a story so that's what you're going to get. So that you can't use it to cheat I'm going to be using a level that I made up. Yes, anyone can make up their own levels, as long as you have the game of course. You can also play two-player. I'm going to try to get a screen shot of my level in so you'll know what the following part looks like:

I was in a tunnel maybe 6 feet wide. Propped up against the wall was an Acme Snare. I of course picked it up. I was at a dead end so I started following the tunnel the only way I could. Along the ground there were various gold coins which I would pick up and stick into my pouch. Suddenly I came to a pit which blocked my path. Looking around I noticed a ladder up against the wall. As this was the only way to go I followed it up. At the top I took a right (as that was the only way to go) and soon passed another snare but I didn't have room for it. I continued down the tunnel picking up treasure when I heard bunglings (loud little huggers they are) coming. I stopped what I was doing and set up the snare then ran back the way I had come. Soon I heard the trap go off.

I got back to the trap I had seen earlier and set it up. Then I backed up almost to the ladder and waited. Three bunglings were coming after me. Knowing that the trap would stop one of them I made two holes in the ground with my laser gun. Sure enough one was soon upside-down and the other two were at my feet. So I ran ahead pausing only to pick up the gold they had dropped. I got back to my first trap and saw another bungling hanging there. Soon I heard the two pits collapse onto the bunglings.

I continued on picking up treasure until I got to another ladder going down. Beyond it was a wall, so down it was. At the bottom I took a left and went on collecting until I came to a wall. Suddenly

and continued down the passage. A wall dead-ended the tunnel so I dropped a bomb and ran. BOOM!! I ran back and jumped off the newly revealed drop-off. I soon landed and ran to the right (it was either that or another jump) to meet another wall. I lit my other bomb and again backed off. BOOM!! This time a passage and a ladder were revealed. I used both, the ladder brought me to a small platform.


I looked over the edge and, lucky me, there was a teleport below. I jumped off and in midair was whisked away to another place. I was now in a hall with another drop-off at one end. I searched the passage but couldn't find anything. But then, out of the corner of my eye I saw a glint. Looking closer I saw a key. I took and headed back to the teleport but it wouldn't take me anywhere. Oh no, it was a one way deal (Bunglings are cheap)! Having no other way to go I jumped down the drop off.

As I fell, wondering if there were bunglings in the afterlife, I noticed a ladder against the wall a little farther down. I reached out a hand and caught a rung. After a little while I got myself securely on it. Actually, the ladder was only about 8 feet tall with no land above or below it. So I looked side to side and there was another ladder beside it so I followed that one up.

After a while of going up, changing ladders, and then up again, etc., I reached land but there was nothing there so I blasted it and the ground under it had nothing so I blew it away too. Finally I came to some steel and normal turf. I got rid of the normal kind. This revealed a ladder which I followed down. Beside it were two more ladders and underneath each was a teleport. After some highly calculated reasoning (and some eeny meeny mynee moe) I chose the middle one. This brought me out near another teleport.

When I went through this one I got a surprise: the other end was around 30 feet up! Lucky for me I have good shocks. I was on normal turf surrounded by steel and, yep, you guessed it, I blasted the normal and jumped in the hole. The fall was rather odd because I was falling through an illusion that looked like ground.

When I landed I ran out to find two bombs and a pickaxe. I picked up the smaller bomb and the pickaxe and ran down the tunnel. I heard bunglings coming so I hit the roof with the pickaxe. This caused a cave-in, I ran back for the big bomb as the little one wouldn't be able to reach through the harricade. I set the big bomb up and ran for it. BOOM!!! I ran back but before I could reach the place where the bomb had gone off I heard another bungling. So I set the last bomb. BOOM!! Hearing no more bunglings I finally reached the end of the tunnel and the end of the column.

See you in the next issue. 



Lode Runner is reborn and so are all the challenges, strategies, and excitement that makes it a classic for every computer generation.



Ladders are everywhere, but which one will help you reach your goal? There's a tunnel, go for it!

I heard an odd sound, as there was nothing I could attribute it to, I forgot about it.

I headed back to where I had begun, but on the upper level I noticed a ladder heading up the wall (I was sure there was no ladder there before.) I, of course, followed it up. About 70 feet up was a roof and a bar running down it. As this was the only way to go I hand over handed it until I came to a steel-plated floor. I let go and fell on the floor. In front of me was a hole; I jumped into it.

Half of it was steel-covered but the other half was normal. There were two bombs there which I rapidly picked up. As there was no way out except down I shot the normal part with my gun. I jumped down

By Chris Williams

NEWS NOTES

The latest from the greatest in home interactive software

Outpost developer Bruce Balfour compares the Jupiter asteroid collision with Outpost's impact on Earth

"The timing was perfect," said Balfour. "The Jupiter asteroid collision happened just as *Outpost* was released. This sort of planetary impact is really not unusual," he explained. "Scientists believe a six-mile-wide asteroid struck Earth 65 million years ago and sent the dinosaurs in extinction. The *Outpost* asteroid that bombards Earth is composed of two pieces, one is nine miles across while the other is six miles across.

The comet/asteroid that recently ravaged Jupiter was composed of 22 fragments approximately one to two miles across, each traveling at 130,000 m.p.h. with the force of six million Hiroshima-type atom bombs each.

Although Jupiter is 11 times larger than the Earth, the impact on the planet was so great that even neighborhood backyard telescope/binocular astronomers witnessed a once in a lifetime cosmic show that sent ripples of shock waves over more than half of Jupiter's surface.

If an event like Jupiter's, comprised of the smallest pieces (a few hundred feet across) were to hit earth, it would gouge a hole in earth the size of New Hampshire. The impact would have such force, a cloud of dust and debris would quickly gather in the atmosphere and turn our planet into a frozen wasteland.

In the case of the Jupiter Shoemaker-Levy 2 occurrence, we are tempted to speculate that Jupiter's immense gravity force may serve our solar system as a protective force. Let's hope that's true because there are estimated to be up to 2,000 objects in the vicinity of Earth that could pose a major threat to our planet."



Sierra Game Developers Win National Bridge Title

Richard Aaronson, *Hoyle Book of Games* developer, and *Quest for Glory* developer Corey Cole won a national Bridge title last July at the San Diego Bridge tournament.

Aaronson was responsible for the inclusion of the Bridge program in *Hoyle Classic Card Games* published by Sierra. He also went on to develop the real-time, on-

line, interactive game of Bridge for the *ImagiNation Network* (also known as *Gamepoint* on Prodigy).

His partner, Corey Cole, who is best known for developing the fantasy role-playing adventure series *Quest for Glory*, commented on his part in the Bridge tournament saying, "I love games and challenges. That's why I got married."



Filming of famous U-boat commanders took place recently in Germany to support Dynamix's upcoming game, *Aces of the Deep*.

Dynamix Torpedoes WWII German U-Boats

What a year for Germany! What a year for game designers!

Dynamix recently sent a team of historians and videographers to Germany to interview WWII U-boat commanders. Their purpose was to gather information and historical photos and videos to support their upcoming game, *Aces of the Deep*, a U-boat submarine simulation.

The video material gathered appears in the on-line historic reference manual for the CD version of the game. Photographs of the commanders will be included in the floppy disk version of the game.

CD users will be able to view clips of some of the most famous commanders of the war who will give the player advice on tactics while providing historical background to the events.

Aces of the Deep will be a breathtaking, unfathomably realistic voyage. If you've grabbed your keyboard playing a Dynamix flight simulator, be sure to keep a dry towel handy playing their new underwater submarine simulator.

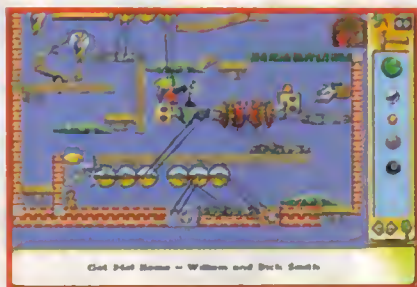


Builder of the Incredible Machine for The Even More Incredible Machine Wins Crazy Kevin's Contest

Originally announced at launch of the original *Even More Incredible Machine*, the goal of this contest was simply to build the best, most creative, most wacky machine possible that would "Get Mel Home." The response to the creative challenge was overwhelming, with literally hundreds of machine designs submitted. The Grand Prize Winners were the father and son team of William and Dick Smith. (Pictured above with TIM designer Jeff Tunnell.) The Smiths will be taking home a bounty of \$500 worth of software goodies.



The challenge of getting Mel home started with this large and littered playing field.



This is the solution. We couldn't find a way to describe the action, but it is wild!

PC Gamer Magazine Announces Winner of "U.S. Gaming Ambassador To Coktel Vision" Contest

Recently, *PC Gamer Magazine* ran a unique contest in conjunction with Sierra's French Development Company Coktel Vision. (Makers of *Inca* and *Goblins Quest*.) The prize was a trip for two to France. The contest requirement was to submit a paragraph on why you should have the position of "U.S. Gaming Ambassador to France" from the United States. The winner, Seth Bruckner of Atlanta Georgia, submitted this entry to win the Grand Prize:

The kitchen's French doors opened to the smell of French coffee. No French bread for French toast, but I did find French fries near the French dressing. Straightening my French cuffs, my girlfriend dropped her French born to French kiss for inspiration. Suddenly, Family Affair's Mr. French bellowed "Be the Ambassador, darmit." (Pardon my French).

Congratulations to Seth Bruckner who will be visiting Coktelvision as U.S. Gaming Ambassador later this year. For more about *PCGamer Magazine*, see their ad on pages 34 & 35.

Gabriel Knight Designers Go To Germany *Gabriel Knight II Apparation Appears*

Sierra game designers will go to all lengths to get the facts they need to make their games great, interesting, accurate, and amazing. They often take the design team on the road and search for settings or experiences they later "build into" the game. (Look how far Bruce Balfour went with the asteroid collision into Jupiter last summer.)

Recently, Jane Jensen and her project manager, Robert Holmes traveled to Germany in pursuit of settings and historical information for their next game, *Gabriel Knight II*. They spent two weeks exploring and investigating Munich and Bavaria gathering notes, photos, and local "inside information" to compile as much research as possible.

Gabriel Knight II will find Gabriel and Grace in modern day Germany hunting for clues. In this new game, players will be able to follow Gabriel and/or Grace on

their individual quests. While Gabriel is tracking a shadow hunter, Grace will be investigating mysterious historical figures from Germany's dark days of monarchy. Gabriel and Grace's plot and puzzles are played separately but they will converge at the end of the game.

Gabriel Knight II: The Beast Within should be very intriguing, and word has it that the graphics and sound design are revolutionary.



King Ludwig II of Bavaria. He cast a dark shadow in his time the legend of which survives even today. One member of royalty that you wouldn't want to find in your family tree.

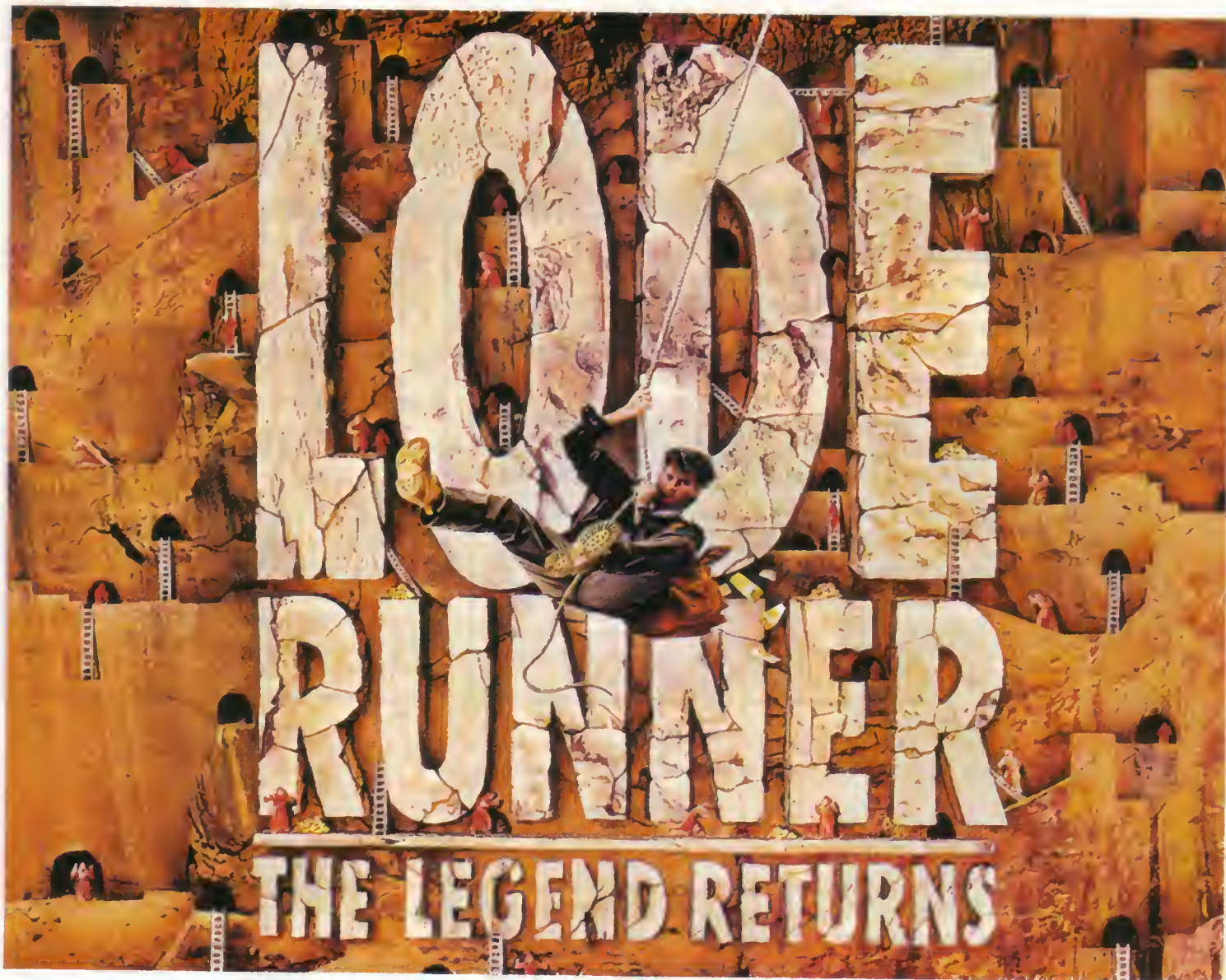
SIERRA WINS! NewMedia "INVISION" GOLD MEDAL AWARD

Berlitz for Business: Japanese was recently judged against 600 titles in the "Adult Enrichment" category by New Media Magazine and won the rare INVISION Award of Excellence for outstanding achievement.



Susan Bruce (multimedia foreign language specialist, and NewMedia INVISION judging consultant) stated, "This software presents the business practices and cultural elements of Japan in the most comprehensive and accessible way of any program I've seen."

Watch for the upcoming, *Berlitz Live!: Spanish* program currently in the works, and scheduled for release in October.



A Little History

When *Lode Runner* was originally released in early 1983, it was a runaway hit that became an instant addiction for gamers the world over. It was a megahit, selling over 2.5 million copies during the early 80's.

Based on the humorous premise that the mad monks of the Evil Empire have stolen all the gold and gems in the world, the player takes on the persona of Jake Peril (a notorious bounty hunter and all-around hero-type with indefatigable legs). Jake's sole purpose in life is to infiltrate the underground labyrinths and steal back the riches. Always on the lookout for the man-crunching monks and their evil zombies, Jake uses his ever-ready laser blaster (no pitch intended) to blow traps and escape holes through a plethora of subterranean levels.

The game was popular and addictive (it's even rumored that Johnnie Magpie almost lost his job because of it) but not much to look at by today's standards. Two-dimensional, jagged-edged, and only four colors, *Lode Runner* was quickly surpassed by a tidal wave of technological and artistic advances. Nevertheless, it remains to this day many game reviewers' all-time personal

Lode Runner was first released in 1983. It was a runaway hit, selling over 2.5 million copies during its illustrious career.

favorite. Their all-time personal favorite until now, that is, for at the end of August, Sierra On-Line will proudly release a modernized version of the game, *Lode Runner: The Legend Returns*.

The Legend Returns.

Lode Runner returns with stunning new artwork and animation, a stirring soundtrack, and a plethora of new gaming options. Fans who recall the original *Lode Runner* with fond reminiscence will be pleased to learn that the game play remains virtually the same. In fact, some of Doug Smith's original

artificial intelligence programming was incorporated into the game's engine. Jake is back too, fighting off mad monks and grabbing gold with the same combination of quick thinking and even quicker reflexes. Armed with an arsenal of obstacles that range from monk snares to slime buckets, Jake (with a little help from the player) must conquer ten underground mazes, each comprised of fifteen levels of increasing difficulty. (For a taste of the actual game experience, see Chris Williams' *Inquisition 2000* column.)

Lode Runner's most impressive improvements have been in the areas of art and animation. Repainted using SVGA resolution and a glowing 256 colors, the backgrounds are underworld fantasies that you'll want to frame. Crystals crisscross a crimson cavern (in an overabundance of alliteration), an ice cave glistens, pools of phosphorescence glimmer eerily within purple lava tubes. This gorgeous subterranean world is much more scenic than the Evil Empire deserves, but players are sure to appreciate it. On-screen, Jake lopez along with the gazelle-like gait of a man who runs for a living (as well as to stay alive). Even the mad monks are well drawn

By Susan Frischer



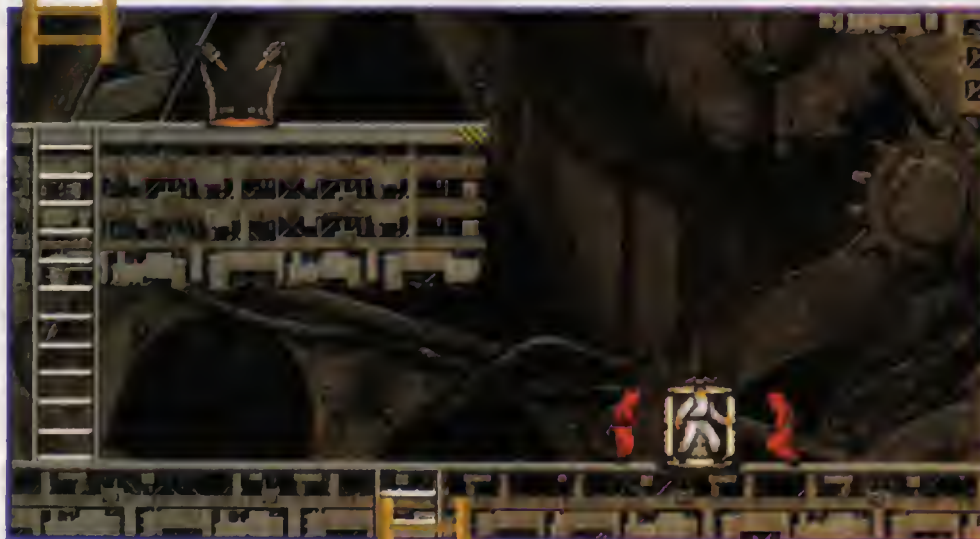
and animated (it's especially fun watching them climb out of Jake-blasted holes).

The soundtrack adds much to the gaming experience. An exotic blend that features percussion instruments, the music creates a kind of *Raiders of the Lost Ark* ambience. The great art, smooth-as-silk animation, and moody music work together to fully immerse the player in the action. *Lode Runner* is definitely one of those amazingly addictive games that you sit down to play for just a minute or two and before you know it, your rent is overdue.

You Mean There's More!?

Jeff Tunnell and company have added several new features to *Lode Runner: The Legend Returns*. (What else would you expect? After all, these are the same people who brought the world *The Incredible Machine*.) The player is given the option of jumping levels, although the manual warns if you sneak ahead of the programmed order, you will miss out on the animated mini-flicks that follow the completion of each of the ten worlds. There is also a two-player option that allows two people to play at the same time by using a combination of keyboard and joystick or mouse. As well as competing with your co-player, there are times when the two of you must work cooperatively in order to thwart the monks.

Jake is back, fighting off mad monks and grabbing gold with the same combination of quick thinking and even quicker reflexes.



Repainted using SVGA resolution and a glowing 256 colors, the backgrounds are underworld fantasies that you'll want to frame and hang on your wall.

Jake (with a little help from the player) must conquer ten underground mazes, each comprised of fifteen levels of increasing difficulty.




Play alone or with a friend. Sometimes it takes teamwork to thwart those monks.

Saving the best for last, Tunnell has thoughtfully provided everything you need to build your own *Lode Runner* puzzles. In fact, the tool kit is the same one the designers used to develop the packaged 150 levels! But don't let that intimidate you. The interface resembles that of a typical paint program with icon menus that let you select backgrounds, create mazes, and place treasures, obstacles, and mad monks (as many as ten of them, if you're feeling brave). It's easy to test out your level, modify it, and test it again. Then, once you've perfected the ultimate challenge, you can let your friends try out their survival skills.

Classic Is As Classic Does...

In the computer gaming industry, a game often receives the appellation "classic" if

anyone remembers it two years after its publication. *Lode Runner* is still a legend after it's first dozen. It's one of those rare games actually deserving "Classic" status. The popularity and timeless appeal of the game made *Lode Runner* well-worth the hours and effort that went into its reincarnation.

Utilizing all the modern tools now at the game designers disposal, and mixing them with the addictive playing mechanics that made the original game so compelling to play, *Lode Runner: The Legend Returns* will surely and quickly again become a legend in its own time. 

Custom design your own levels using the same tool kit the designers used to develop the packaged 150 levels!

"Bigger and bolder than ever."
-Compute Magazine

A First Look

"The magic is back."
-PC Magazine

KING'S QUEST VII



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INTERACTION Magazine

Rosella's Mom
Valanice



The Royal Mom.

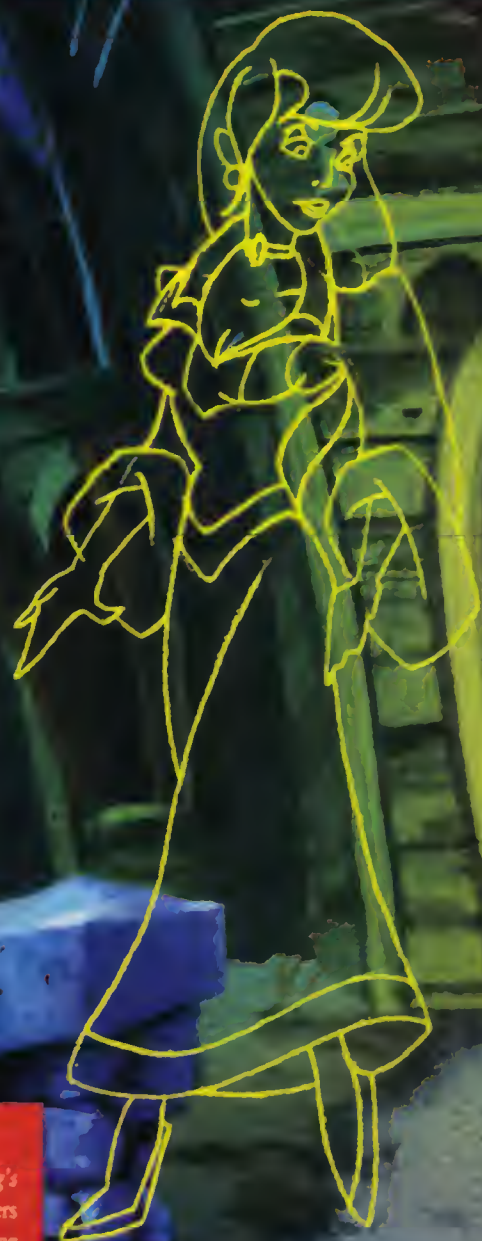
Millions of people have already worn the King's Quest Adventurer's cap at least once before. If you're one of them, you're probably wondering how "King's Quest VII" compares to the six previous episodes. You'll be happy to hear that all the traditional components are present and accounted for. You'll find a compelling story, intriguing puzzles, and responsive game play, as once again everyone's favorite royal family of Daventry is tested and found to be true.

THE CHALLENGE

According to Designer Roberta Williams, the *King's Quest VII* adventure game will be one that players will not want to tackle alone. They should bring their whole family along. The challenges and puzzles of the game are designed in such a way that kids may have an easier time understanding some quests because of their references to children's stories, while others are more complex and will probably require the input of mom or dad.

Even the plot of *King's Quest VII*, (it deals with a runaway daughter, an over-protective mom, and a disagreement within the family), is designed in such a way that both parents and offspring will see events from their own perspectives. Single players may be advised to call their moms whenever they get stuck on a game puzzle.

Valanice's Daughter
Rosella



The Petulant Princess.



Return to Zork
ActiVision



Star Control II
Crystal Dynamics



Elder Scrolls Arena
Bethesda



Super Street Fighter
Capcom



Fighters History
Data East



Alien vs. Predator
Atari



Contra Hard Corps
Konami



Lands of Lore
Westwood



The 11th Hour
Virgin Games



Flashback
U.S. Gold



Return to Ringworld
Tsunami



Hell
Take 2 Interactive



Lufia - Fortress of Doom
Taito



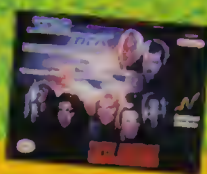
Dark Sun
SSI



Outpost
Sierra On-Line



X-COM
Microprose



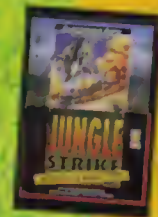
Star Trek: The Next Generation
Spectrum Holobyte



Disciples of Steel
MegaSoft



Star Wars Rebel Assault
LucasArts



Jungle Strike
Electronic Arts



Brutal Paws of Fury
Gametek



Stonekeep
Interplay



Vortex
Electro Brain Corp



Heimdall
JVC Musical

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Don't Pull
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Out!



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Electro Brain Corp.

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Electronic Arts

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Tsunami

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80 cents per minute

U.S. Gold

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Virgin Games

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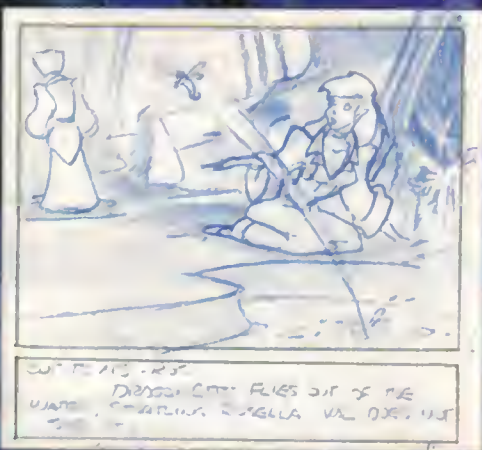
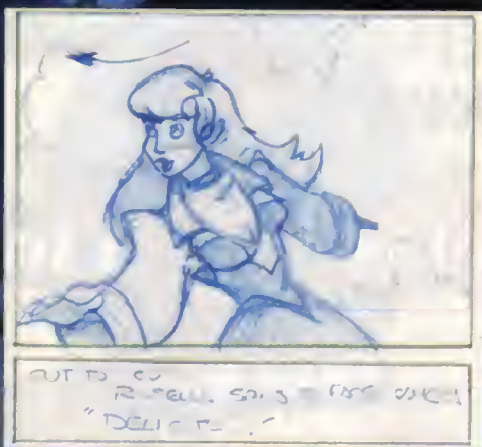
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-Compute Game Review**

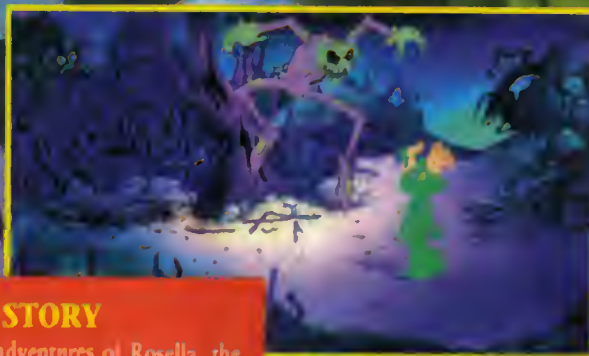


THE SOUNDTRACK

King's Quest VII utilizes the talents of professional voice actresses and actors, adding personality and depth to the characters. An elaborate opening animation sequence features a fully orchestrated song warbled by the princess herself, Rosella.

The motion picture styled score resounds with over 120 musical themes, each representing a different character or land.

The composer, Jay Usher, says "The score is an original composition utilizing a full complement of strings, brass, woodwinds, and percussion as well as the traditional flutes and guitars from previous *King's Quest* games. Along with creating a mood or emotional context to carry the player dramatically from scene to scene, I feel that it's equally important to include memorable melodies and themes."



THE CAST AND STORY

The Princess Bride continues the adventures of Rosella, the daughter of King Graham, whose exploits were last featured in *King's Quest IV*. Several other favorite characters play major supporting roles. You may recognize such familiar faces as Queen Valance and Edgar the ???.

In *King's Quest VII*, the player will travel to six lands, including Nonsense Land, the Rubber Jungle, Cloud Land, and Ooga Booga Land (home of the dreaded Boogeyman). You will meet (and in some cases, defeat) such strange and wondrous creatures as the Headless Horseman, the evil witch Malicia, the Three Fates, the Lady of Dreams, and the Troll King.



ART + ANIMATION = AWESOME!

The *King's Quest VII* artists made full use of SVGA capabilities (creating stunning visuals that will absolutely take your breath away). They used a palette of rich, high-key (saturated) colors to paint the vibrant backgrounds and characters that seem to leap right off your screen.

And that was just the beginning. *King's Quest VII* was made using true film quality animation techniques. The characters now move their entire bodies (not just one part at a time), creating a more realistic effect. Comparing the animation from previous episodes with "*King's Quest VII*" is like comparing a Saturday morning cartoon to a full-length animated movie.

High-quality animation requires a mind-boggling number of people-hours devoted to generating a mountain of cels (individual paintings shown in rapid succession to create the appearance of motion). To assist the in-house artists and animators with this immense task, Sierra On-Line contracted four professional animation houses, including facilities from as far away as Russia and Bosnia.

Jackalope



THE CREATORS

Roberta Williams and her co-designer Lorelei Shannon have dreamed up a kaleidoscope of visually stunning fantasy lands in *King's Quest VII: The Princeless Bride*. Delightful characters guaranteed to dazzle and amuse the entire family are found throughout the game.

Lorelei says that, "I think *King's Quest VII* is so special because of its quirky, lively characters. We had an incredible amount of fun creating them, and Mark Hudgins' animation brought them fully to life. Roberta and I were actually sad when the plotting process for the game was over. We were on a roll, and I think we could have dreamed things up for another year or two."

IN SUMMATION

Beloved characters, exciting new adventures, dazzling colors, vibrant animation, and stirring music, is *King's Quest VII: The Princeless Bride*. Who could ask for anything more (in the way of classic computer entertainment designed for the enjoyment of the entire family)? "*King's Quest VII: The Princeless Bride*" will be on the shelves this Holiday season.

EARTHSLICE



Pilot Earth's Human Resistance force of the 25th Century.

EARTH SIEGE

by Gregory Rucka

It's five hundred years in the future and you're a squad leader in the Human Resistance, responsible for the lives of three other pilots every time you lead them into the field.

Piloting your HERC, a mighty war machine that towers thirty-four feet above the nuclear blasted badlands, you face off against the Cybrids, man-made artificial intelligence that has decided humanity has got to go.

Your radio crackles (the tight-beam transmission distorted from the coding), and you hear Parker's voice. "I've spotted some bad guys," she says. You rotate your HERC's torso, giving the order for all the pilots in your squad to start an active scan. Suddenly, you see them, two, sleek, new Mirimac models—the ones the boys from intelligence warned you about—bearing down on you. It's really quite simple you think, as you start to heat up your laser cannons and bring your missiles on line; it's either them or you.

"These are not your garden-variety Saturday-morning animé-style robots," *EarthSiege* project leader, Mark Crowe says with a laugh, regarding the HERCULAN warriors the player, pilots in the simulation.

The details are everywhere, from the sudden flash and corresponding shadow that fills your cockpit after taking a direct hit, to the rumbling thud of each heavy footfall on the impacted earth.

"Functionality and believability were the two key criteria in the design of *EarthSiege* HERCs," explains Crowe.

The problem was simple, but daunting: How do you make the player believe they are controlling every movement of a fully articulated, 100 ton war machine that stands up to thirty-four feet tall? This problem, incidentally, becomes that much more imposing when combat enters the picture. It's hard enough to make a HERC's movement believable—how do you maintain that realism with lasers, bullets, missiles, and explosions commanding precious CPU power?

The solution started on a drawing board—literally. Nearly three months of conceptual sketches were required to find the appropriate look and shape of each HERC in the game. "We demanded a couple of things from the designs," Crowe says. "First, the HERCs needed to look like believable military vehicles. Second, and related to that, each component on any given HERC had to be capable of independent motion while at the same time being part of the larger machine."

Unlike its companion, *Battledrome*, where the action takes place in the glossy realm of

Cyberspace, *EarthSiege* deploys its HERCs out in the grit and grime of the "real" world. Each design had to be feasible, something that could (at least in its shape and conception) be constructed. While the HERCs could have been stylized to keep joints and movement to a minimum, that would have destroyed the elements of believability that the *EarthSiege* team was after.

One of the things the designers knew they wanted to do was photograph actual models and sets, rather than just generate the entire package on computer. "By using photography with miniature sets, we were able to get a far more believable look than could have been obtained through direct computer generated imagery," says Crowe. "It's the same model building technique used by the major FX houses in Hollywood."


As the sketches were approved, the HERC designers moved on to draw up actual schematics of the war machines. Again, the designs were checked for believability and realism, before actual model construction could begin. Construction of each model took roughly a week. The same process (from sketches to blueprints) was followed to create the surrounding structures such as bases, refineries, and service bays.

With the models completed, the photo shoot began (with special attention being paid to those particular strengths that miniature photography could provide). Each photograph was then scanned and digitized before inclusion in the game.

For the simulation, the HERCs were then drawn in 3-Space, Dynamix's 3-D rendering system. Bitmaps were then applied to give the HERCs their startlingly realistic and textured look. The ultimate result is a realistic 3-D environment the player can move through and interact with in the simulation.

While the world outside the cockpit was being rendered in 3-Space, something even more powerful was needed to create the many cinematic sequences that pepper the game. "We turned to SGI animation for these sequences," says Crowe. "Basically, the SGI machines (Silicon Graphics, Inc.) are high-end graphics rendering stations. Using them, we were able to map incredibly complex shapes, and the results are truly impressive. The cinematic sequences are very realistic, the stuff you expect from a major motion picture."

Much of the beauty of *MetalTech: EarthSiege* comes from these touches throughout the game. The details are everywhere, from the sudden flash and corresponding shadow that fills your cockpit after taking a direct hit, to the rumbling thud of each heavy footfall on the impacted earth. Despite the razzle-dazzle, it's the amazing realism of the HERCs that takes your breath away. Leaving the game, you itch for a chance to climb back into the cockpit; once in the cockpit, you can't wait to get into battle; once in battle, you can't wait to win.

None of the *EarthSiege* designers would have it any other way. 



Brilliant, awesome graphics...



...complete cockpit control...



...futuristic weaponry...



...custom design your own EarthSiege war machines...



...plan your strategy and prepare for battle.

HERC versus HERC

by Gregory Rucka

If you've heard about Battledrome, you already know something about the world of the HERCs. But if you think you know it all, you're in for a big surprise. There are some major differences between *Battledrome* and *EarthSiege*.

Battledrome is a sport, played in a slick cyberspace arena, player against player. You can use your modem or jump on the nearest network and reach out to blow someone away, pitting your custom outfitted HERC against a friend's. Battles are one-time affairs, contests of skill and strategy for cash and recognition.

MetalTech: EarthSiege is a war, fought on the dusty, blasted fields of battle, where you, the player, must lead your squad to victory. Although single missions can be played and instant action is available, *EarthSiege* is oriented more towards creating a career and fulfilling several campaigns. Each campaign has multiple objectives, where strategy and tactics are as important as a steady hand and a quick trigger.

On top of this, resources in *EarthSiege* are scarce. Money, the stuff of life in *Battledrome*, is good for nothing more than starting a quick fire in *EarthSiege*. If your HERC gets damaged in *EarthSiege*, you've got to scavenge the parts you'll need to repair it out on the battlefield.

The same goes for new weapons and new HERC designs. In *Battledrome*, all you need to improve your HERC is cash, and that's easy enough to get; all you have to do is win.

In *EarthSiege*, you'll always be one technological step behind your enemies, and the only way to catch up is to steal the technology from them. It's not enough to blow your enemy apart—in fact, that's not always the best approach to a battle. You've got to cripple your enemy without destroying his weapons, if you want to add them to your inventory.

But, perhaps the differences can be summed up most simply in this way:

- *Battledrome* is for fame and fortune.
- *EarthSiege* is for survival.

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UNTERSEEBOOT U 99
KMDT. REPORT

Mr.

Fired two torpedoes at two large overlapping merchant ships. First torpedo hit. Ship disintegrated completely in flames and a vast cloud of smoke. Hundreds of steel plates flew like sheets of paper through the air... Shortly afterwards scored another hit on a freighter, which also exploded. From bow to bridge the ship was under water. The whole boat echoed with bangs and crashes.



Trulena

During World War II over 39,000 sailors put to sea in German U-Boats—30,000 never returned. Will you?

KRIEGSMARINE REPORT:

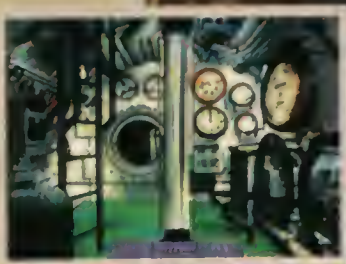
No. U-29 *147* Uhr. *1215*

DATE *14.7.41*
 UNLAGE *8*

Take command of a German U-boat, stalking the enemy in a war where the hunter quickly becomes the hunted. Measure your success by tonnage sunk as you attempt to strangle shipping lanes and outmaneuver convoy escorts.

B.26.KRIEGSTAGEBUCH

We could clearly hear the deafening, rhythmic beat over our heads. At the time it looked a hopeless operation. After firing our torpedoes there was a tense silence in the boat until we were sure that we had been successful. Then without being able to see, we could hear the explosions.



Kapitänleutnant Ott Schuhart, U-29

des Unterseebootes "U 29". Nr. *72-1*

Ant. *1* Au.2U=Flottille B=17r.G.Kdos *v. 14.7.41*

CONFIDENTIAL DOCUMENT *D110.*



Expect to lose your appetite—and maybe more—as you're tossed by rolling waves and surrounded by the sounds of creaking hulls, depth charge explosions and the twisting metal of sinking ships. Highly sophisticated artificial intelligence governs enemy behavior, countering your maneuvers with attacks of their own.

Wassertiefe: *70*
 Wetter: *bedeckt*
 Sicht: *bedeckt*
 Wind: *SW 11/12*

U-753

Lfd. Nr. *72*



We had begun to sink rapidly. Inexorably the needle of the depth indicator moved to the right 100--120--150-- it went on gathering speed. At the same moment came a report from the engine room aft 'LEAK!'

TORPEDO: Eingestellte Tiefe-6



Torpedokurs: *1*

INSIGNIA: *Ar/68*



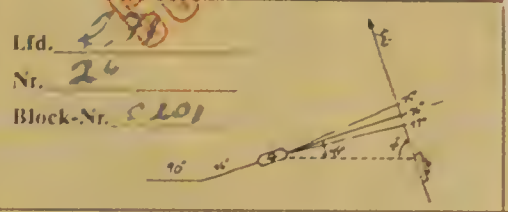
SSW 10, Seegang 8, Schlechte Sicht *72*

Do 10.00 am
1 Skl. Nr. 7027m.
mh X 871

Kapitänleutnant Matz, U-70

UNLAGE 1.5M 28167/g. Kdos. 1.2.61

U-551
Nordatlantik auf *12.1.41*



Exploit new weapons, technology and tactics as they become available, following their true chronological development during the war. Beware of the advances of the other side as they continually challenge your ability to evade detection.



0121: Torpedo fired from stern; in the bow both tubes are loaded; three torpedoes from the bow... There is a loud explosion, roar and rumbling. Then come columns of water, followed by columns of fire, splinters flying through the air. The harbor springs to life. Destroyers are lit up, signalling starts on every side, and on land 200 meters away from me, cars roar along the roads.

Kapitänleutnant Gunther Prien, U-47

Torpedo	SEEGANG: <i>2 min.</i>		U-250 Type: XXI	Convoy Range: <i>150 miles</i>	Bearing: <i>W 10° E</i>	Lat: <i>42° 12' N</i>	Long: <i>12° 12' W</i>
	Command 1 of 7 different U-boats, battling 20 different vessels and 8 different aircraft with a full arsenal of guns and torpedo types. Gouraud-shaded vessels heighten the realism as you patrol waters in weather ranging from starry nights and wind-whipped whitecaps to heavy clouds or dense fog.						
FAT							
Robr							
Biem SchuB							

SEITE 1 BLOCK-Nr. 347

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—*Electronic Games*, September 1993



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—*Simulation!* Magazine



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Red Baron.

Hall of Fame Winner
—*Computer Gaming World*



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A First Look

ALIEN LEGACY



In 1993, Sierra's *Betrayal at Krondor* went after the fantasy, role-playing market with a whole new playing system that broke the mold for what FRP games were "supposed to be." Players the world over appreciated the originality and play-ability of this effort, and gamers have kept *Krondor* at the top of best sellers list since its release. This year, *Alien Legacy* is likely to find the same success in the strategy genre. Combining elements of adventure, role-playing, and strategy gaming, and folding it all together with a look and feel in the tradition of classics like *StarFlight* and *Star Control II*,

Alien Legacy offers players something completely new in the way of gaming at a time when too many games look just like the ones already on the software shelves.



Your strategic decisions determine the fate of humanity.

The goal of the game, in a nutshell, is to "seed" inhabitable planets with colonies that will insure the future of mankind. The original home of the human race, good ol' Earth, may have been lost in a battle against a hostile alien race. The seedship left before the ultimate battle, so the status of Earth is pretty much an unknown as the game begins. The player takes up the role of captain of the seedship U.N.S. *Calypso* and the game begins as you are summoned from a cryogenic sleep when your ship enters a habitable solar system.

If all there was to *Alien Legacy* from this point on was colony building, the game would be called *Outpost* and you could read more about that game elsewhere in this magazine. Instead, while *Outpost* takes on the challenge of rebuilding mankind's future in space from a "hard science" perspective and plays as an open ended simulation, *Alien Legacy* chooses to go the route of science fiction with a much more event-oriented story.

Over the course of the game, it is soon discovered that yours is not the first Seed Ship that has come to port in this part of the universe. There were earlier pioneers from planet Earth that lost their lives due to the actions of an alien intelligence—an intelligence you will need to match wits with if you expect to survive and insure the future of mankind.

Take Command of the Earth Saving Seedship

As captain of the *Calypso*, you take up your command on the Bridge of the seedship, surrounded by 5 trusted officers that will keep you informed on the various happenings as you plant the seeds of your colonies. These officers are all intelligent individuals who are enthusiastic about their jobs. They are only too happy to offer suggestions and tell you what they think. Not surprisingly, your Military Advisor is likely to recommend military action more often than is prudent, while the Scientist will take a more cerebral, but often less strategic, view of events as they occur. It's important to weigh all sides of an issue when consulting with advisors. Each advisor has a very distinct personality and distinct motives. Keep in mind the advice of your crew as well as resources available, etc., before you act. Entire colonies will either reap benefits or suffer consequences based on your decisions.

While in the early stages of the game, you will probably feel totally in control of the game as you initiate colonies and make decisions on where to invest time and resources, it won't take long for the events to take control of your schedule. You will soon find yourself leaping from decision-to-decision in a furious effort to keep control of the various colonies as they experience natural disasters, power failures, and "close encounters of the worst kind."

It's kind of like building multiple SimCities with all the disasters enabled and the difficulty level set on high. Since the game operates more or less in real-time, making good decisions and making them quickly could be the difference between success and failure of your mission.

**It's kind of like
building multiple
SimCities with all the
disasters enabled and
the difficulty level
set on high.**



Discover ancient alien artifacts that offer vital clues to your success.


While most of the action of *Alien Legacy* happens from your place on the Bridge of the U.N.S. *Calypso*, the game is by no means static. You also have the option of taking the controls of exploration ships as they perform planet-side missions. The planetary surface graphics are some of the best in the game and make the sequences very enticing and fun. They are especially cool when the normal research-oriented missions give way to more aggressive dropping of plasma bombs on enemy strongholds. It makes for a great change of pace for a ship's Captain, normally confined to giving directions while crew members get to do the (fun and) dirty work.

Solar System Strategy

The planet-side missions greatly add to the overall feeling of the depth of the game. Some worlds in your new home solar system are inviting, and you'll definitely want to colonize them. But, beware that the same temperate weather that brings you to these worlds also invites other visitors.

Planets close to the sun offer a hellish landscape, but may also be rich in mineral resources. It may be necessary (albeit unpleasant) for your colonists to work here. The remote planets at the solar system edge are perhaps the least inviting, offering up a chilling view of empty tundra and chasms. Remember that these planets are the exterior strongholds of your solar system and could have military applications. Outer Space is a big place, and you'll find that there are reasons why it's important to develop a large and diverse base of colonies as you move forward.

The widely diverse challenges in resource management and decision making in *Alien Legacy* make the game fun to play for strategy gamers, while the constant eruption of emergencies and catastrophes to be dealt with will make it more interesting for players of traditional simulations. And last but not least, adventure and fantasy role-players will be more attracted to the intriguing story and interaction between characters.

It is the subtle blending of all these characteristics that makes *Alien Legacy* totally unique and worth looking for on the software shelf. *Alien Legacy* creates a new genre of gaming all its own. 



Fly over detailed planets in search of essential resources and clues.



Construct planetside and orbital colonies. Explore and colonize the Beta Caeli star system.

With Battle Bugs, the designers have created a complex, robust war game with a lot of depth of play, but they put it into a format where the rest of us can actually understand it. They do it with bugs...ants, bees, stink bugs, over 20 different types of bugs in all.



With Battle Bugs will be protecting and fighting for valuable territory like a watermelon slice or an egg salad sandwich.



Computerized war/strategy games have traditionally represented everything that is right, and wrong with computer games.

War games are complex, intense and challenging. They feature an incredible depth of play and can be very realistic. They demand that the player be capable of understanding every minute detail of the simulation. But, it doesn't end there, the player must also think strategically and globally across all aspects of the game. It is this complexity and depth of play that makes war/strategy games so intriguing to the average player, and also very frustrating.

If you've tried to play war strategy games and haven't been able to really understand the gameplay, you aren't alone. Over the years, many players have sat down to these games, only to stand up hours later, frustrated, confused and defeated.

These games are so complex they can be daunting, and the subject matter (as much as some of us don't like to admit it), is sometimes outside of our frame of reference. After all, most



of us don't have a job where we need to know whether a Scud can beat a Minute Man (or figure out how long it would take an Abrahams tank to get across the battlefield).

This high level of frustration and confusion with other war games is what inspired the creators of *Battle Bugs* to work on the game in the first place.

Battle Bugs is a complex, robust wargame designed with a lot of depth of play, but it's in a format the rest of us can actually understand.

They do it with bugs – ants, bees, stink hugs – over 20 different types of bugs in all. The bugs take the place of sophisticated weapons and artillery you can't understand, and make the whole game playable and enjoyable. Sometimes it's downright funny.

Unless you were horn yesterday, you probably have some idea that ants are army material, bees fly fast and sting hard, and that stink bugs...are



FINALLY, A HUMOROUS, APPROACHABLE WAR STRATEGY GAME

stink hugs. In the *Battle Bugs* war game, understanding the role of these insects is simple if you think of them in military terms. The ants are army troops, the bees are bombers, and the stink bug can change the entire complexion of a battlefield with its special weapon, turning the smell of victory into an agonizing defeat. I could go on into the preying mantis and beyond, but you get the point.

Using this simple-to-understand analogy of insects as infantry and air force, you'll be able to wage war in any of 56 different battles and employ the capabilities of the 22 different insect

warriors. You will have to consider; terrain, mobility, formations, timing, and special weapons. Some bugs can fly, others can swim, some can breathe poison, while others can hurl bombs, missiles, or even deadly cheese.




Your mission is to battle enemy bugs and capture junk food territories such as the delectable "PlopTarts", the dreaded "Excrimints", or you might choose to beat the game clock.

Ultimately, your first and foremost goal is to stay alive and survive. The depth of play and complexity of the game is there, but the confusion and frustration has been exterminated.

Once you've gotten a good feel for the war (and you've managed to collect a thorax full of war medals), you may find yourself itching for a more human opponent. *Battle Bugs* also allows you to go head-to-head with another opponent. Bump abdomens and tangle antennae using your own strategies and defensive postures. You might even collect a jar of crickets and keep them nearby as your cheering section.



Also prepare for some very funny punishment on the battlefield. The afore-mentioned stink hug is but one of many creatures that can create some very funny situations, and an occasional display of humor can really break up the tension of the battlefield. But watch out, or the last laugh may be your enemy's. The colorful and friendly presentation also makes the game easy and inviting to play.

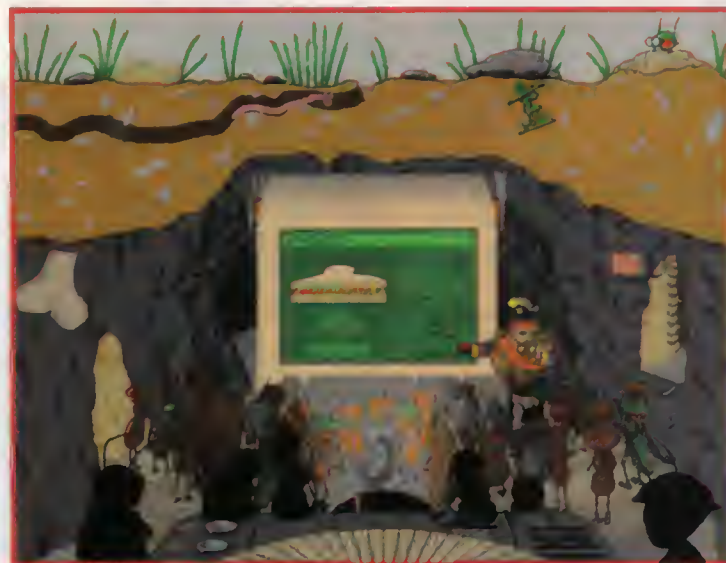
Overall, *Battle Bugs* offers hundreds of gameplay hours with countless possibilities, strategies and combinations. It's worth a good look – you'll go bug-eyed with the possibilities. 

Battle Bugs system requirements:

IBM PC or compatible, 386 (486 recommended), 8 MB hard drive space, 2 MB RAM, VGA monitor/card, MS-DOS 5.0 or higher, most sound card devices supported.



Ah, the spoils of war. So tasty!



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Act now, and you can take your choice of any one of these six great Sierra games — on either floppy disk or CD-ROM — absolutely FREE!



**Gabriel Knight:
The Sins of the Fathers**
In the first installment of what promises to be a long, successful new series, Gabriel Knight

enters the world of the New Orleans voodoo cults — and discovers the truth about his own amazing destiny.



Gobliiins
It's one of the most innovative puzzle games we've seen in years! You'll guide three zany goblins through a

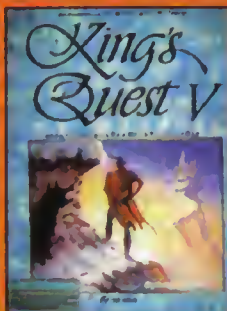
land of brain-teasing puzzles and odd situations. Each has his own special abilities, and it's up to you to figure out how to use them.

Gobliins 2

The best kind of sequel, *Gobliins 2* brings you all the fun of the first game — and then some. This time out, you'll control two little imps in even tougher puzzles.



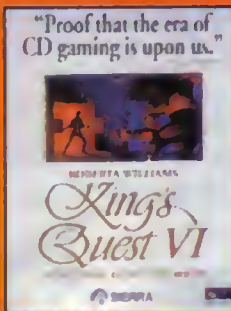
**King's
Quest V:
Absence
Makes
the Heart
Go
Yonder
Magical
Gypsies!
Ants! Yetis!**



KQV has them all, as good King Graham, patriarch of a whole family of adventurers, goes up against the evil Mordack in his second King's Quest game. Great graphics, great sound, great game!

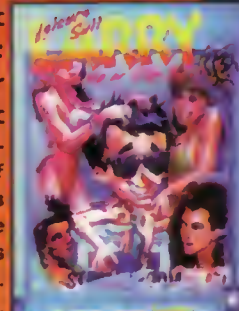
**King's
Quest VI:
Heir
Today,
Gone
Tomorrow**
It's love at first sight for Prince

Alexander, and he's become determined to track down his princess and win her heart. Romance, adventure, action — it's all here in the most beautiful KQ yet!



**Leisure Suit
Larry 6:
Shape Up or
Slip Out**

This latest adventure in the life of America's favorite lounge lizard is vintage Larry. This time out, Larry finds himself in a health spa full of gorgeous women — and one of them might be Ms. Right!



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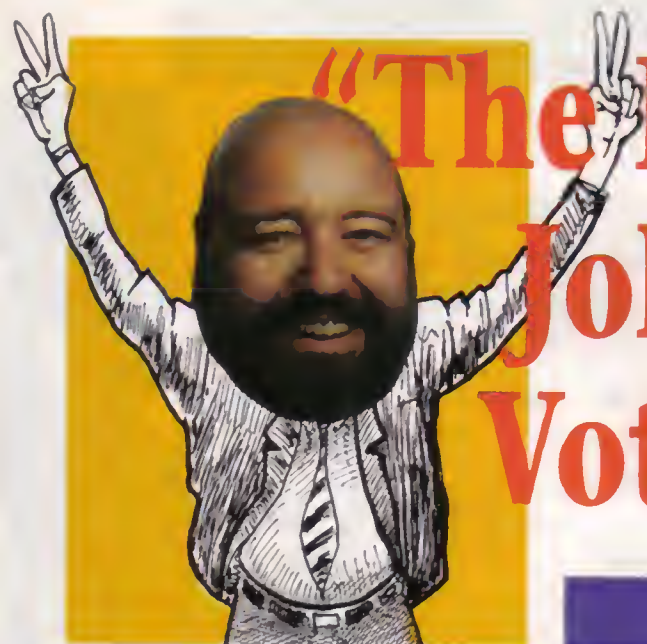
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"The Political Jokes We Voted For"

By Al Lowe

Hello! It's me—Al Lowe! Sure, you may not know me, but I bet you know my friend and alter ego, Leisure Suit Larry. Well, I have a new game coming this Christmas. It's another typical story of bungling, sleazy people doing dumb things. No, no, no, it's not *Leisure Suit Larry 7*. This one is about our very own United States government!

Now, before we go any further, I want you to know I'm not anti-American. Far from it. Fact is, I revere our founding fathers greatly and love this country they built, and I'm sure you do too. I just tend to have problems with the current management. Not that I'm anti-Clinton either. He's probably no better and no worse than Bush or that funny looking little guy with the big ears who claims to be no politician (but who acts exactly like one!). When you play my new game, if you see more references to Clinton's bunch than the other guys, it's only because Clinton's the one in power. Besides, it's no fun to kick a guy who's already down.

Ever since I started *Capitol Punishment* (note that's Capitol spelled with an "O" as in Washington, D.C., not Capital spelled with an "A" as in "execution"), people keep asking me why a political game? It's not an easy question to answer! But, thinking back, here's how the whole thing came to pass.



"Vote for me, because my opponent is a whiny, stupid, communist, small animal molester who will raise your taxes and steal your wife."

Back during the 1988 elections, watching the mudslinging commercials, the pompous conventions, and the circus our political system has become, I was disgusted though I wasn't shocked. (Hey, I lived through Nixon! There's nothing in the way of nasty politics that I haven't seen.) But '88 was the first time I realized that it's you and me—the taxpayers—who are footing the bill for our national embarrassment every four years.



A QUICK LOOK AT CAPITOL PUNISHMENT



In *"WhiteWater Adventure,"* join America's first family for an exciting ride down the Potomac. Remember: Don't rock the boat, especially if you're in it.



And watch out for the IRS shark. The Clintons should always stay one step ahead of the IRS.



Collect Cattle Futures and Spin Doctors. (Spin Doctors will get you out of trouble, while Cattle Futures have their own value.)



You probably assume our quadrennial spectacle is paid for by unions, special interests, and that special bunch of guys you went to high school with that always wanted to be the next Ambassador to Sweden. Wrong, Bippy! The major portion of the campaigns are paid by us, in the sweet little form of "Matching Funds." Remember that little check box on your tax form that asks, "Would you like to donate \$1 for the political process?"

Yes, it's our tax dollars that brought such wonderful entertainment into our living rooms; things like Michael Dukakis' Boston Harbor, Willy Horton, Dan Quayle and those "It's The Economy, Stupid" messages. I'm not sure why, but when I figured out we were paying for these commercials, I had this amazing urge to head for the bathroom (no, not for *that* reason!), look in the mirror and punch that guy staring back at me right square in the nose!

Way back then, I started thinking maybe I could make a difference in this world. Maybe through my humor, I could find a way to remind people that we hired these guys, and we can fire 'em, or at the very least, manage them better. You probably know I included Dan Quayle in a minor bit at the close of *Leisure Suit Larry 5*. I thought it was a funny bit. But then, so was he! If I'd known back then what it costs to have a vice-president in this country, Larry'd have

rubbed a lot more pie in his face. But more on Veeps later.

The idea of a political humor computer game finally gelled when I saw a political practical joke come out of the software industry itself. So here's my little tribute, which I modestly call, *The Golden Al Award*:



The Golden Al Award for the Best Political Joke By A Software Company -INTUIT-

For sending every member of Congress a personal copy of Quicken, immediately after the Congressional check writing scandal.

It's too bad Congress can't use Quicken for government business. Maybe if we all wrote Intuit a letter, they'd create a special "*Quicken Government Edition*" that could handle 15-digit numbers. Maybe then Congress could easily keep track of its spending and the national deficit. (Oops, better make that a 20-digit version!) Maybe with Quicken, they could find a way to cut spending instead of "revenue enhancement" (i.e., raising taxes).

With Quicken maybe Congress could figure out for themselves what that famous "fair share" is they're constantly accusing us of not paying. I divided the annual budget by the number of people in the United States. It looks to me like the "per person" fair share of the budget was around \$3,400 per person last year. If that's my fair share, somebody sent me the wrong tax bill! I not only paid for my family's fair share, but for several other families' fair share. (And they didn't even send me a Christmas card!)



Those good folks at Intuit have probably received every serious award there is for Quicken. But I hope they can find a place



They said to include scandalous photos of the politicians and their women. Does this count?

can find a place in their crowded trophy cabinet for my little *Golden Al Award*.

You know, now that I think about it, I think I've figured out why Congress is so confused. I think Congress has too many men and not enough women. It's just unnatural! They need to balance things out. I think we should run this country like my marriage! In most marriages, one mate tries to spend, one tries to save, and between them, they balance things out. (In our house, I'm the big spender and it's Margaret's job to make sure I don't break the bank.)

Unfortunately, Congress has no Margarets—no one to make sure we pay our bills. Congress generates new bills every day when they haven't yet figured out how to pay for the bills they generated last week, last month and last year! I bet that wouldn't happen if there were more women in Congress.

Here in California, where I've lived for years, we have two female Senators. I hoped they would move into Congress and remind those guys back there that they have responsibilities. Unfortunately, I think there may be a little hole in my theory, because at least one of them has already set a record for initiating new spending, including a billion dollar project to protect the California deserts.

At the same time she was working to protect sand, the rest of Congress was closing California military bases right and left! Therefore, while our sand may be well-protected, we may not be. Sure the Japanese are our friends now, but that still leaves China and North Korea (and a bunch

of other countries) to get mad. Boom! San Francisco's Chinatown is our new state capitol.

I must admit I'd hoped for better. I still think women belong in the House, and the Senate, and even the White House, but no longer do "I wish they all could be California girls!" Aw, shoot. Maybe we should all move to Seattle with Ken and Roberta!

Congress can't even get right something simple like the separation of church and state. Congress employs two full-time chaplains, one for the House and another for the Senate. These chaplains open each session of Congress and perform general consultation with congressional staffs. Sounds admirable right? The problem is each chaplain makes well over \$100,000 annually. Now consider that Congress is only in session for part of the year. That's pretty good money for a part-time padre. Add up their staff, supplies, etc., and you'll find that the cost of these congressional chaplains totals well over a half-million dollars a year.

Of course, by now some of you are probably saying, "Half a million bucks? That's not so much." Sure, and you probably work for the



A Congress of Angels???

They should be for the amount we pay each year for their religious services!



Fed up with the not-so-motivated-because-they're-impossible-to-fire "public servants" behind the counters when you do business with the government? It's Tomato Time!!



The fun doesn't stop when you finish off the Feds. You can also work out your aggressions on other DC demagogues in "The Congressional Shooting Gallery." These guys are ripe for a wet one!



Wait until you see all the embarrassing things you'll find when you help Ollie reassemble shredded documents in "Shredtris." Further proof that these people aren't exactly infallible - as if we needed any!

government! Compared to some things, half a million isn't much, but to me it's big bucks and I bet it is to you, too.

I don't know if you're a big David Letterman fan like I am, but I saw Vice President Al Gore on Letterman's show last fall. During the conversation, Letterman turned to Gore and said, "Maybe I was spoiled by your predecessor, but as a man who makes his living telling jokes, I'm not getting my money's worth out of you." I have to agree—we're not getting our money's worth out of *any* vice president!

A vice president makes about as much as a good lawyer, which isn't too much, I suppose. We should probably keep one around for the occasional coronation, potentate planting, or other political minutia



Bill blows it like no one else...and he plays the sax too!

not important enough to pay for President Clinton to (and his vastly expensive Air Force One coterie) fly out for. The problem is, like so many other good ideas in D.C., somebody screwed it up by thinking our vice pres. was important. Now, the vice president has a staff of twenty assistants, a house, a car, a chauffeur, two different offices, and



For the price we're paying for Al Gore, we could get Letterman! Wouldn't you rather have a VP that doesn't suffer from Dutch Elm Disease?

all the expenses we'd give to a real executive, and we wind up spending \$5,000,000 a year! For that kind of money, we should get Letterman himself!


The office of the vice president is supposed to be a kind of presidential "spare tire." If the President goes flat or gets a hole in him (oops, that's rather a poor choice of words), the Veep is supposed to play backup. But when a spare tire costs \$5,000,000 bucks, perhaps we could do without one. Whatever happened to the innocent,

inexpensive office of vice president as it was presented in *Mr. Hobbs Goes to Washington*, or as staffed by Harry S. Truman? He lived in an apartment during his vice-presidency.

I could go on and on, but there's only so much space in *InterAction* and it's not like I'm trying to start a revolution or something. (Heh, heh, heh.) I just wanted you to know why I'm taking my shot at our Government with *Capitol Punishment* (note, that's an "O" as in "Outrageous," not an "A" as in "Adventure Game").

One last point: I know everyone in America has a least favorite politician, so I borrowed one of Roberta's *Phantasmagoria* props for a little contest I'm running (see below). Take a minute, read the box below, and send me a piece of your mind. If you win, you can help me deliver the actual responses to Washington D.C. and let our elected officials know exactly how we feel.

So keep an eye out for *Capitol Punishment* (note, that's an "O" as in "Overtaxed," not an "A" as in "Anti-establishment"). It's coming in November, just in time for the Congressional elections. I know you'll enjoy it.

Sierra Designer Al Lowe has assured us that as far as running for congressman goes, if nominated he will not run, and if elected he will not serve...but he will take the paycheck, health plan, and any available tax write-off. 

Which Politician Would You Like To See In This Phantasmagoria Torture Device? Al Lowe Wants To Know!

Send Al Lowe a paragraph telling him which politician you'd most like to see in this torture device and why! Don't be afraid to really tell us how you really feel!

We'll print the winning entries, chosen for their wit, wisdom and creativity. The grand prize winner will go to Washington D.C. (or the state where the politician performs his/her business) and hand deliver the letter to either the Congressperson, or a handy sample of representatives from the local press. Other winners will receive free software.

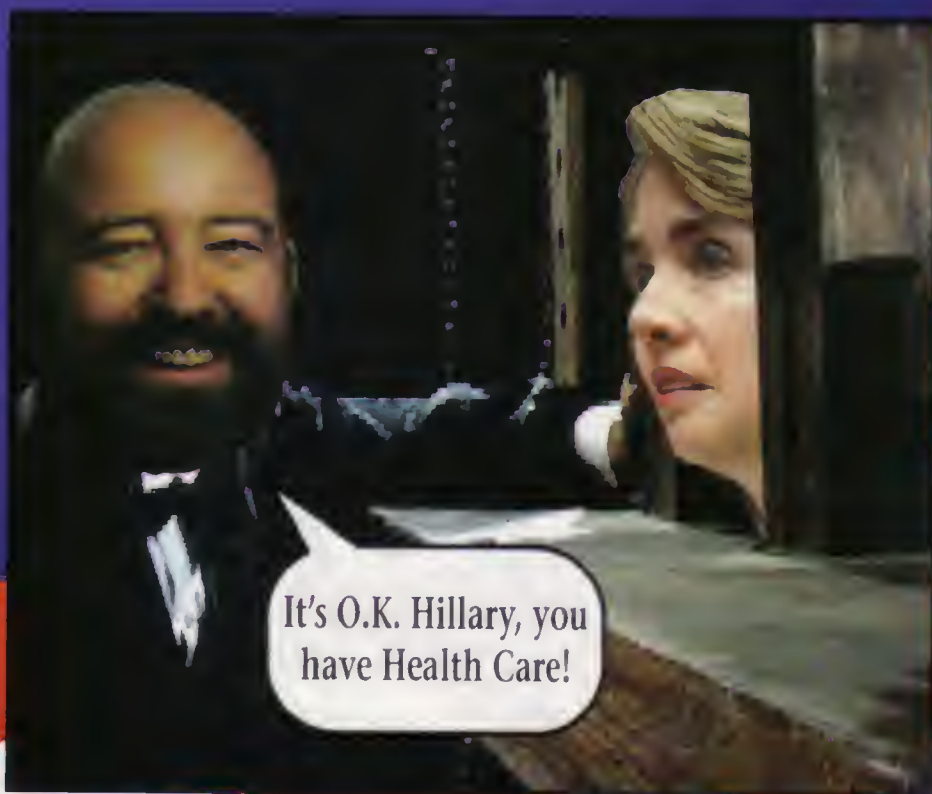
Send your cards and letters to:

InterAction Magazine

ATTN: Al Lowe Wants To Know

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Please mail your letter by November 1, 1994. Because we expect a large volume of mail, please do not include Customer Service correspondence, product orders, or other materials with your entry. All entries become property of Sierra On-Line, Inc.



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**Sierra On-Line
After 15 Years**

Then and Now



Sierra Logo - THEN

We started business as On-Line Systems. The change was made to Sierra On-Line when we moved to the mountains.



S I E R R A ®

Sierra Logo - NOW

Recently we decided to "update" our logo a bit to modernize it. Look for it at the bottom of your software box for the best in entertainment software.



Ken and Roberta - THEN

Sure, we were younger then. Have you taken a look lately at a picture of yourself from 15 years ago?



Ken and Roberta - NOW

This is the picture we'll be laughing about 15 years from now. But, today we're pretty happy with where we've been.



That was then, this is now... **Sierra On-Line**



Company Location - THEN

We started this company so that we could move out of Los Angeles. We moved to this house near Yosemite, California, as soon as the software started selling.

Too old to find an example!!!

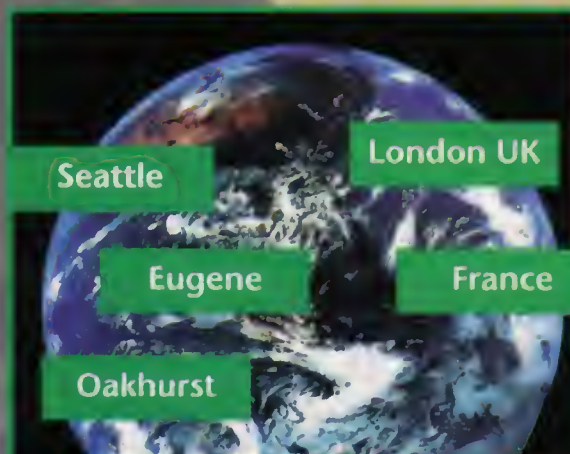
Computer Media - Then (Cassette Tape)

The cassette tape (which didn't last long), might hold as much as 48K of info. You had to have the patience to sit there while it loaded. Diskettes started out at 178K and got as high as 1.44 meg (for the 3.5" ones anyway).



Computer Media - Now (CD-ROM)

CD-ROM holds about 600 meg, depending on how you duplicate it (and we thought hard drives were once the cat's meow). We didn't really begin to see them in homes until around 1985. The crazy part is nothing seems big enough, no matter what media we use.



Company Location - NOW

Somehow, Roberta and Ken have settled in Seattle, Washington, along with about 120 others Sierra people. Other Sierra developers (some 300) still live near Yosemite, while another 100 live in Eugene, Oregon, about 50 in a small town outside of London UK and 30 either near Versailles France or down in the Bordeaux region. Sheesh, it's getting expensive just to send Christmas cards, not to mention inter-office memos and pay checks.



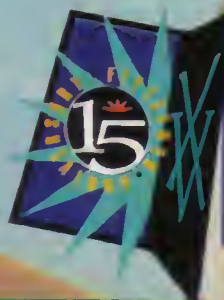
Target Computer - THEN (Apple II)

Cassette tapes were the media of choice with 16K of program loading in about 35 minutes. (That didn't last long.) 16K of memory and 6502 chip moved at lightning speed. It cost around \$2,000 for this "state-of-the-art" set-up back then.



Target Computer - NOW (Multimedia Pentium PC)

486 or better Multimedia PC with dual speed CD-ROM, 8 meg of memory, a 200 meg hard drive, SVGA and stereo speakers. It costs about \$2,900 right now, if you get a good sale. Wait a year though. It'll be free in cereal boxes.



That was then, this is now...

Flight Simulation

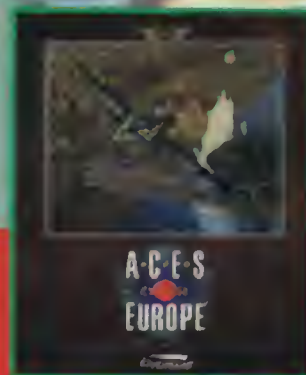


Stunt Flyer - THEN

A 1983 game for the Commodore 64, *Stunt Flyer* is perhaps the one game that Ken Williams heavily evangelized that he would now rather forget. Ken's big feature for *Stunt Flyer* was

that if you played the game in "Competition Mode" and you crashed your plane, it would also crash your software. Ken thought this would give players the feel that they were really risking a lot doing "death defying maneuvers."

What really happened is that we got lots of angry letters from customers and a game with a very short software store shelf life.



Aces Over Europe - NOW

Aces is a game widely regarded the highest flyer in the flight simulation arena. *Aces* offers up not just superior flight simulation for a number of vintage planes, but its also a great historical simulation of the air war in Europe during World War II. Numerous game options offer a large number of death-defying thrills including "one-to-one" air battles with the very best of the WWII aces (allies and enemy). *Aces over Europe* does not have a disk crash option. (Sorry Ken).



15 Years Ago...

Your kids loved Barney (Rubble)

3-D Helicopter Simulator - THEN

Ken would rather have you remember the early effort at modem-to-modem gaming that he also evangelized, *3-D Helicopter Simulator*. While the game never really built its own place in the history books as a best seller, it did offer great head-to-head flight combat years before modems became a part of the average home computer system. (Part of the instruction manual told players how to build a "null modem cable" so that they could hook up with their friends PCs).

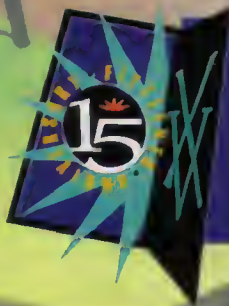


Ahead of it's time, and one that Ken is still very proud of.

Red Baron on The Imagination Network - NOW

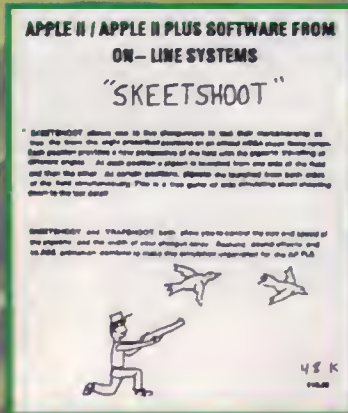
Speaking of Ken and modems, no discussion on the subject of flight sims is complete without mentioning of the multi-award winning flight sim, *Red Baron* to The Imagination Network.

Designed so players all over the country can compete against each other in dogfights (up to four planes), this is the perfect example of what Ken wanted in multi-player gaming in the first place.



That was then, this is now...

Action/Arcade

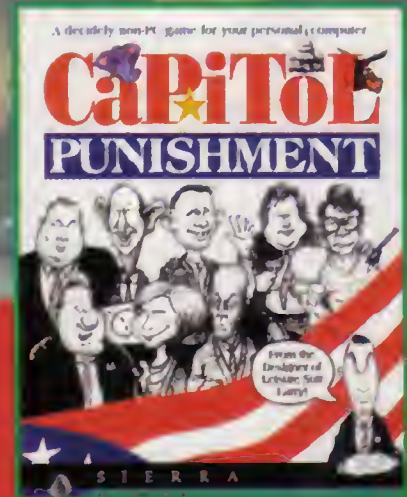


15 Years Ago...

You didn't know what a VCR was.

Skeetshoot - THEN

If there is a single place to look for progress in computer gaming over the last 15 years, there's no better place than in the fast moving action/arcade segment. In July of 1980, shortly after launching the groundbreaking, adventure game *Mystery House*, Sierra also introduced its first arcade game. It was quite popular in the early days of computer graphics, despite the fact that the Skeetshooter in the game never moved (just the end of his rifle did in a "Looney Toons-type" maneuver).



Capitol Punishment - NOW

Because most of that generation is now old enough to vote and pay taxes, the lighter side of Sierra arcade gaming will now include games like *Capitol Punishment*. One of the four arcade games in this package has the player throwing all the rotten tomatoes he can at Congressperson before they bury him in paperwork and red tape.

15 Years Ago...

No second grader had ever word processed a book report.



Frogger - THEN

On the lighter side, a whole generation of gamers remember the smash hit arcade game, *Frogger*, where the player takes the role of a frog trying to make it to his home without getting scrunched by a truck or eaten by an alligator. Sierra's *Frogger* was a "must-have" for game players with Atari's Coleco systems, and early Commodores. It was over a decade ago, but long time arcade players probably still remember.



Battledrome - NOW

Compare *Skeetshoot* to the new, *Battledrome* and the differences are amazing. 3-D graphics, color, full stereo sounds, and head-to-head play via modem are just some of the obvious improvements. Skeetshoot's colorless rifleman with his bending gun would be no match for any of the metal warriors of *MetalTech* with their sophisticated weapons.



That was then, this is now...

Fantasy Role-Playing



Quest For Glory - THEN

Garriot left Sierra after *Ultima II*, and went on to do future *Ultimas* for his new company. Instead of looking for another straight fantasy role-playing game to replace it, Sierra instead mixed the genre with the popular 3-D animated adventure game format.

The result was *Hero's Quest*, (which was later changed to *Quest For Glory* when Sierra found out that the name *Hero's Quest* belonged to another game series.

Similar to game playing mechanics in a Sierra adventure game (with an on screen hero that the player controlled), it also included game statistics like "Hit Points" and "Magic Spells" that FRP players felt were part of the challenge. In addition, the player was given the choice of what kind of hero to play in the game. The player could be a thief, a fighter or a magician.

Each type of hero had his own strengths and weaknesses, just like in traditional FRP gaming. This new style of game quickly became popular with adventure gamers that enjoyed FRP, and a new Sierra adventure series was born.



Quest For Glory IV - NOW

Though *Betrayal at Krondor* has quickly become one of the very best sellers of Sierra games, the *Quest for Glory* series has gone on to create its own gaming legacy. The series has grown to four epics.

The combination of features that originally made *Quest for Glory* an interesting hybrid are still all there, and the stories have also acquired a unique sense of humor along the way. The latest addition to improve the series is the new system of real-time fighting, which has been compared to *Mortal Kombat*.



Ultima - THEN

The *Ultima* game series has long been published by designer, Richard Garriot and his company, Origin Systems. It's not well known that back in the old days Garriot liked to call himself "Lord British" and Sierra once published his early *Ultima* games.

The success of *Ultima* as a series is so well known that it seems silly to waste time explaining it. Sierra originally published the games for only computers, like the Apple II and (later) the IBM PC. *Ultima* is now available on video game systems like Nintendo and Sega.

Garriot would probably be embarrassed if we showed pictures of one *Ultima* that we're sure he'd rather forget that was done for the Commodore Vic-20. It was called *Ultima: Escape from Mount Drash*. (Ah, heck, I'll do it anyway).

Back in the days of *Ultima I and II*, these games were not the 3/4 overhead view graphics extravaganzas they are today. Instead they were more like "board game-like" still pieces on a map that scrolled around on screen. They were quite popular (and players seemed to love them), but Ken never really understood the real attraction. For this reason, he probably didn't treat Garriot as well as he did some other authors, and Garriot eventually decided to start a company of his own.



Betrayal At Krondor - NOW

Other than the adventure /FRP stylings of *Quest for Glory*, Sierra left the serious FRP market for almost a decade. Sierra's return was prompted by the stories and designs of a non-Lord (but still well known), writer by the name of Raymond E. Feist. His complex fantasy stories have made popular fiction for quite a few years, and computers were finally complex enough to bring them to life. When Feist and Sierra designers met, they understood each other.

Bringing in tools that had been used to make the popular *Aces* flight sims gave *Krondor* a look and style of game play that was unique. The underlying stories of the game, which Feist provided, made for a return to FRP gaming that Ken liked.



That was then, this is now...

Fantasy Adventures



Wizard And The Princess - THEN

This game, also known as *Adventures in Serenia* if you happened to buy it from IBM (yes, that IBM), was the first game that ever appeared on the IBM PC. No kidding. This adventure game from Roberta Williams (first released in 1980), was shipped for the IBM PC as one of the first five applications. (The other four were a word processor, a spreadsheet, a database and an arcade game called *Crossfire* also from Sierra.)

Most PC's had black and white monitors then, but if you had a CGA monitor, you could see the game in 4 fairly awful colors. (Most people with CGA chose to play in B&W.) *Wizard* can be considered as the "prequel" to *King's Quest I*, since Roberta took many of her fantasy visions from this game and put them into the landmark series. King Graham even returns to Serenia in *King's Quest V*. Roberta still thinks of it as her first real professional adventure game effort. *Mystery House* was more of a family project like a crossword puzzle. It was certainly the one that got IBM into gaming.

15 Years Ago...

Bill Gates?
Bill Gates who?



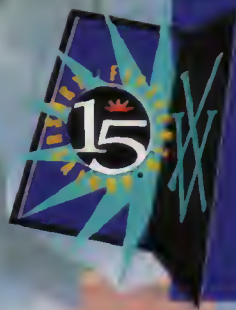
King's Quest VII - NOW

Comparing the original *Wizard and the Princess* to *King's Quest VII* is a bit like comparing the 1930's Mickey Mouse films to modern Disney films like *Aladdin* or *Beauty And The Beast*. Except that *Wizard and the Princess* didn't have animation or voices or a soundtrack (unless you consider the beeps and boops of the PC internal speaker as music). It's not really a fair comparison.

Wizard and the Princess had only the 4 MHz original IBM PC to work with, and there was no such thing as a hard drive for the PC, not to mention CD-ROM. The game also didn't have the animation and voices that make *King's Quest VII* come to life on screen. Oh well, originally Mickey Mouse didn't have color either, and he seemed to get over it.

15 Years Ago...

You didn't know you needed a CD upgrade for your stereo.



That was then, this is now...

Animated Stories for Children



Winnie The Pooh In The Hundred Acre Woods - THEN

You'll recognize the cuddly Pooh Bear no doubt, but this early Sierra game (designed by longtime Sierra game designer, Al Lowe with lots of additional talent from Disney) offered little in the way of the "Living Story" style of software that has become the norm in the computer age.

For its day, *Winnie the Pooh*, with its 16-color graphics and its simple three key interface was quite popular. But, this silly-old-bear software left the shelves when VGA cards gave more color and more life to computer screens, and sound cards, and CD-ROM's gave on screen characters the ability to really talk and dance and play (just like in the videos your children love to watch again and again and again).

15 Years Ago...

You didn't know the joy of tabloid TV



Slater And Charlie Go Camping - NOW

You probably don't recognize these two prehistoric pals, but for *Living Stories*, the antics of this pair can't be beat. Slater and Charlie are out for high adventure when they take a camping trip, and children can follow them into the woods by either reading the words of the story as they appear on screen, or - at the press of the button - having the story read to them by a friendly voice.

The "pages" of this story magically come to life with funny and silly animations when children click on the characters and items on the page with their mouse.

15 Years Ago...

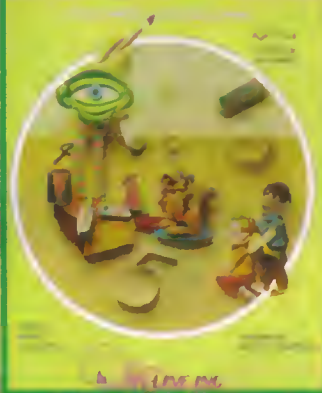
Pocket calculators were finally less
that \$100.00.



That was then, this is now...

Interactive Education “Talking Tutors”

LEARNING WITH LEEPER



Learning With Leeper - THEN

You couldn't really call Leeper a “Talking Tutor,” because he couldn't talk. (No computer character could then. They didn't have the necessary hardware.) But Leeper was a good computerized teacher in his day, even as silly looking as he was. (He was basically a big eye, two green ears, and a pair of super-long legs covered by black and white striped stockings.)

Leeper taught children to count, recognize matching shapes, and do simple math problems. He even helped very young children learn to use computer graphics with a very, very early version of what we now think of as a “paint program”.

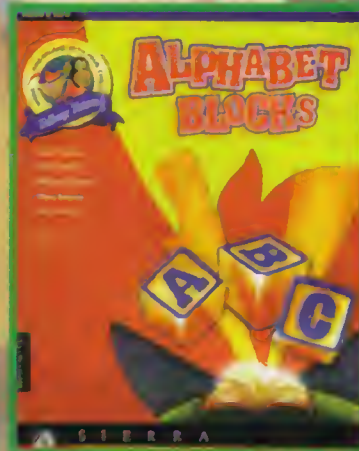
Leeper was so good at what he did that IBM, and later Tandy both selected the *Learning with Leeper* software as premium early learning software for their computers. Sierra ended up selling literally hundreds of thousands of Learning with Leeper games at a time when a good computer game would sell less than half that.

This was Sierra's first venture into “Interactive Education,” or as we like to call it, Kid's Software, but we stopped making this type of software for a lot of years after the Leeper designer left the company.

Ken is a strong believer that designers are the heart of software products. He couldn't find the designer he felt had the heart to continue these games. Actually, filling Leeper's shoes (and striped socks) took almost a decade.

15 Years Ago...

We thought 51/4 floppies were a pretty great new idea.



Bananas And Jack - NOW

It was so many years after *Learning with Leeper* that Ken had stopped looking for a designer, but finally the new soul of kid's software introduced himself to Ken in early 1991.

Elon Gasper didn't seem on the surface like the “Kid's Software” type. In fact, he had a bit of a “Nutty Professor” feel about him. He spoke using words like “phonemes” that no one else he talked to seemed to understand.

While Ken had to get out his trusty old dictionary to understand Elon, Elon's creations, Bananas and Jack, had the kind of kid's software credentials that anyone (especially kids) could understand.

Bananas and Jack talked and when their lips moved, you saw young children mimic their words by moving their lips along with them. Since Bananas is a Monkey, and he was teaching kids to say words by having them follow what he did, Ken was tempted (briefly) to describe the way kids learned here as “monkey-see-monkey-do.” Elon was glad when Ken decided to call them “Talking Tutors.”

15 Years Ago...

You didn't know “BO”

Forget About the Strike with

Front Page Sports

BASEBALL '94

First, there was *Front Page Sports: Football*, which revolutionized computer sports gaming, and won accolades from fans and reviewers alike. Then, came *Front Page Sports: Football PRO*, which brought the players of the NFLPA to home computer screens. Now comes *Front Page Sports: Baseball '94*, the most statistically detailed and visually exciting baseball game ever to hit the PC. Sierra's latest sports offering might just be the best yet.

For those of you who have (and loved) *Football PRO*, many of *Baseball's* features will be familiar. Career play (in which players age and accumulate career statistics as they move from the amateur draft to the minor leagues to stardom and eventual retirement) is a key feature, as is the broad range of play options. But *Baseball* improves on the formula with the new Camera Angle Management System (CAMS), allowing you complete control of the way you see the game, and the new pull-down menu interface.

League Play offers you the chance to take over your favorite team (complete with the players of the MLBPA) and manage them to the pennant. Create associations of one to three



leagues, each with eight to sixteen teams. Do you like the new three-division alignment, or do you prefer two divisions? Your association could have one league of each. Whatever alignment you choose, you'll face stiff competition from teams owned by your friends or by computer opponents. Do you trade Deion Sanders for Roberto Kelly? Is this the year your top

prospects are ready to take over at the top level? (If your prospects are Ryan Klesko and Javier Lopez, you bet!)

The statistical depth available in *Baseball* is unmatched: over 1500 statistics are kept for each player. Look at situational data (Greg Maddux just gets better as the season goes on—1.37 ERA in September!) and stats for four different time frames: Weekly, Season-to-date, Career, and Historical data (for the MLBPA players). Type in the statistics for the greatest players of all time and our DataIn program will convert them to ratings for use in *Baseball*.

On the field, you have all of the strategy options available to you: steal, bunt, hit and run, pitch out, etc. Separate control modes for Pitching, Batting, Fielding, Base running and Managing allow you to take complete control, or delegate as much as you want to the computer. And the CAMS option allows you total freedom in placing your camera in any of the twelve, fully three-dimensional stadiums included. The physics-based playing model brings you the most realistic results available.

Front Page Sports: Baseball '94 is a complete package. Action, strategy, and statistics combine



As the batter, you'll knock the dirt from your cleats, dig in, and take your best swing.

The statistical depth available in *Baseball* is unmatched: over 1500 stats are kept for each player

Team Schedule - Colorado Rockies													
Reg 8	Reg 9	Reg 10	Reg 11	Reg 12	Reg 13	Reg 14	Reg 15	Reg 16	Reg 17	Reg 18	Reg 19	Reg 20	Reg 21
COL 0	COL 3	COL 4	COL 5	COL 4	COL 5	COL 6	COL 7	COL 8	COL 9	COL 10	COL 11	COL 12	COL 13
LA 2	LA 3	LA 4	LA 5	LA 6	LA 7	LA 8	LA 9	LA 10	LA 11	LA 12	LA 13	LA 14	LA 15
Aug 15	Aug 16	Aug 17	Aug 18	Aug 19	Aug 20	Aug 21	Aug 22	Aug 23	Aug 24	Aug 25	Aug 26	Aug 27	Aug 28
COL 4	COL 5	COL 6	COL 7	COL 8	COL 9	COL 10	COL 11	COL 12	COL 13	COL 14	COL 15	COL 16	COL 17
NYN 5	NYN 6	NYN 7	NYN 8	NYN 9	NYN 10	NYN 11	NYN 12	NYN 13	NYN 14	NYN 15	NYN 16	NYN 17	NYN 18
Aug 22	Aug 23	Aug 24	Aug 25	Aug 26	Aug 27	Aug 28	Aug 29	Aug 30	Aug 31	Sept 1	Sept 2	Sept 3	Sept 4
1P:15	1P:15	1P:15	1P:15	1P:15	1P:15	1P:15	1P:15	1P:15	1P:15	1P:15	1P:15	1P:15	1P:15
Aug 29	Aug 30	Aug 31	Sept 1	Sept 2	Sept 3	Sept 4	Sept 5	Sept 6	Sept 7	Sept 8	Sept 9	Sept 10	Sept 11
NYN 11	NYN 12	NYN 13	NYN 14	NYN 15	NYN 16	NYN 17	NYN 18	NYN 19	NYN 20	NYN 21	NYN 22	NYN 23	NYN 24

League Play offers you the chance to take over your favorite team and manage them to the pennant.

to bring you the total baseball experience. *Front Page Sports: Baseball '94* should be available in a store near you by the time you read this.


Players Strike! Season ends except for owners of *Front Page Sports: Baseball '94*.

The 1994 season has been full of excitement, especially in the chase of old records. Matt Williams, Frank Thomas and Ken Griffey, Jr. all have a shot at Roger Maris' record of 61 home runs in a season. Tony Gwynn could be the first man since Ted Williams to bat .400. And Chuck Knoblauch could break Earl Webb's 1931 record of 67 doubles in a single season. Wow!

You won't miss the exciting conclusion of the 1994 Baseball season—not with *Front Page Sports Baseball '94*. Sierra includes all the 1994 MLBPA players and opening day rosters so you can play out the 1994 season unconcerned by salary caps, arbitration, minimum salaries or pension plans.

EXTRA! EXTRA! EXTRA!

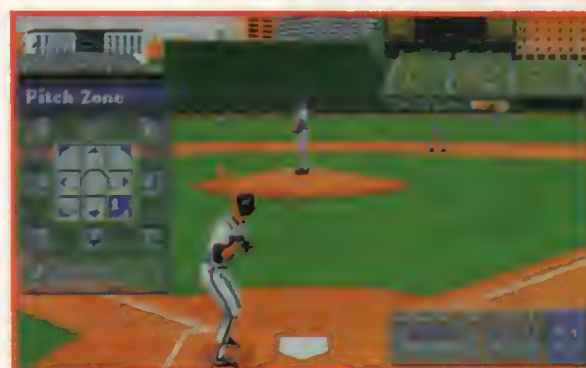
Legends spotted playing in 16 new stadiums!

Baseball season will be expanded in October with *Baseball '94 Legends and Stadiums*. *Legends and Stadiums* brings 48 of baseball's greatest lineups to *Front Page Sports Baseball '94* owners. What's more, it adds the remaining 16 big league ball parks. Match legendary teams against each other, or have them challenge today's talent in any of the 28 big league stadiums. Ever wondered how the greats would handle today's pitching? Watch them swing for the cheap seats against today's hurlers. 

Front Page Sports: Baseball '94 is a complete package. Action, strategy, and statistics combine to bring you the total baseball experience.



Front Page Sports: Baseball will be the first simulation to position all four umpires on the field with their play-calling positioning determined by actual umpire instruction manuals.



Hi-res-pitcher view: from this full screen, behind-the-plate perspective you can call the type of pitch, its speed, and where to throw it.

Does this mean we have forgotten

FOOTBALL?

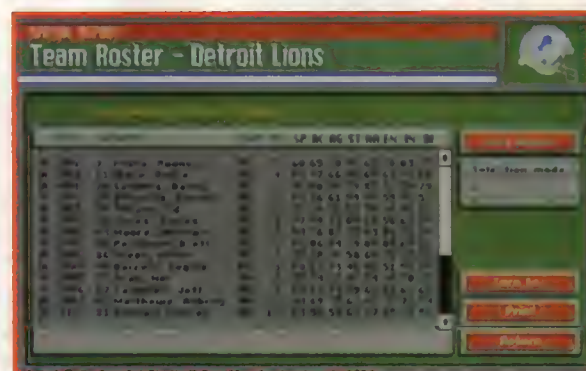
Certainly not!

After *Front Page Sports: Baseball '94*, Sierra will be releasing *Front Page Sports: Football PRO '95* in October. This new edition will be available as a complete package for new users or as an upgrade for owners of *Football PRO* and includes both the NFL teams and players. It adds new rules put in place this year, a new version of the Fast Simulation mode (complete with statistics), the updated rosters for all 28 NFL teams, the latest team logos and uniforms, and a few other goodies.

Includes rosters for all 28 NFL teams, team logos, and a few other goodies.



Front Page Sports' exclusive Camera Angle Management System (CAMS™) lets you review plays from all angles.



Rosters for each NFL team, complete with all the NFL Players Association players and their stats.



See plenty of bone-crunching hits as players spin, flip and dive in 2-point conversion attempts.

EXAMINING ELON

Taking a Look at Sierra's New Resident Visionary

Why Examine Elon?

If you know anything about Sierra, you know that founder Ken Williams is incredibly selective about the people he chooses as product designers. Over the first 15 years of Sierra's history, he's only assembled a small handful of people that he chooses to work with. It's a rare occasion when a new designer joins the Sierra Creative stable.

In 1992, Williams not only brought on Elon Gasper as a Designer, but actually bought a whole research and development organization based on his enthusiasm for the guy's work.

We think it's high time to put this guy under a microscope.

Elon Explained.

Elon is an educator, a parent, a programmer, a biochemist, and a research scientist. Elon's spent a good part of his life working at Universities studying how kids learn, and another part of his life working to raise his own kids at home. He keeps himself very busy. Elon is a hundle of ideas and energy.

Elon is a do-it-yourself guy. He built his own home pretty much from the ground up, and built his family even as he was finishing up the place. (Insight into Elon—He had three solar-powered, garage-built computers installed in his home before he ever quite got around to installing an honest-to-goodness indoor flushing toilet. I guess it's fair to say that in some minor ways Elon is something of an eccentric).

In the 1970's, Elon built his own multimedia computer complete with its own custom-made speech synthesis equipment. Quite a feat when you think that IBM wouldn't build it's first desktop computer system until well over a half decade later. He also taught himself to program the computer, do animation and even taught himself complex theory for programming artificial intelligence applications. This was before he decided to go back to school and picked up a Masters in Computer Science at age 21.

Elon is one of those rare visionaries that knows what he wants to do, refuses to believe it can't be done, and builds for himself whatever doesn't exist that he needs to get it accomplished.

Once while he was teaching his three year old daughter to read, he decided that he wanted to build a machine that could teach children the basics of reading.

He not only eventually built his first teaching machine, but along the way founded BrightStar Technology, his Research and Development company. Elon's machines are better known today as Sierra's Talking Tutors.

What does a Visionary do?

If you ask Ken Williams what Elon does these days, the answer is "He thinks, therefore he is paid." That's a hit of a joke on Ken's part, but there's no doubt he often picks Elon's brain just for a little inspiration.

If you ask Elon Gasper what he does for a living, he'll tell you with a straight face that he builds teaching machines. That sounds like some sort of an advertising slogan, but the ad folks ran the name "Teaching Machine" up the flagpole, and no one saluted. Elon knows that these same ad guys refer to his creations as "Talking Tutors" now, but Elon thinks that's getting too far into the details.

According to Elon, "all forms of intelligent life evolve and adapt to their surroundings, and my machines spend all day every day with children. Why wouldn't they evolve into kid-friendly characters like Yobi and Loid? It only makes sense." At least it does in the logic of Elon.

Does Elon really speak in terms of teaching machines, Digital Darwinism, and the evolution of electronic life forms? Of course he does. We said he was a visionary. He's just doing his job.

Once you get to know the guy, it won't be hard to picture him as the eccentric inventor who finally figured out how to flip up the lid up on a child's brain and pour in new knowledge in a pure liquid form. If he were a mad scientist, instead of the next Frankenstein, he would probably crank out version 2.0 of that Math Teacher you liked so much in the sixth grade. Some people have a talent for doing good things like that.

When Elon talks about creating the ultimate teaching machine, it becomes very simple to believe that someday soon there will be a machine capable of teaching you whatever it is you want to learn. In fact, Elon speaks so confidently about how the machine is going to work, and so clearly about what his next project is to get it done, that you have no trouble believing that he is the guy that will build it.

Is the concept of a teaching machine so farfetched? Elon doesn't think so. He builds them for a living - even if they do look like games.

If this all sounds a little unbelievable to you today, we can't blame you... You don't know Elon (yet?)



"Let Me Help You Communicate With Friendly Spirits You Can't See!"

No, No, No! I don't mean ghosts silly. Everyone knows there's no such thing as ghosts. I should know, I am one!

What I really mean is, I can help you communicate through your computer with friendly people from all over the country using on-line networks like America On-Line, Prodigy, The Imagination Network and CompuServe. They call it the Information Highway, I think it's more like the Educational or Entertainment Highway. You'll discover a whole new world of fun things to do, and you can meet and talk to kids just like yourself from all over the country or even other countries. All you need is a computer, a modem, permission from your mom or dad, and a pretty good idea of how to type. It's fun!

Joyriding down the Information Highway

If your family hasn't already got an on-line service at your house, maybe this is something you should tell your parents about. Here is what a few of my friends have to say about how on-line services have helped them.

"When my family first got Prodigy, dad used it mostly for checking stock prices and occasionally to get help working his software. Then I went to camp and made friends with Josh, and his family had Prodigy, too. He lives in another state, so mom won't let me call him on the phone a lot, but we send each other

"My mom loves playing *Bridge*, and she used to play on Tuesday nights before we moved to a new town. Dad got her the ImagiNation Network and now she plays *Bridge* with people all the time. When she's not hogging the computer, I get to use INN to play *Red Baron* with my friends who live in my old neighborhood. They have ImagiNation now, too. I even played Checkers with my Grampa once when he was over at my uncle's. My uncle just got his computer and we play together all the time."

"I like computer games but I get mad when I buy a game from the ads and

Spooky: Hey, anybody out there know how to get the Seed Factories to start working on Outpost???

Mickey: You got Outpost? How do you like it?

Sally: I know how. I can help you. Here's how...

it turns out to be a rip-off! I learned about the Gamers Forum on CompuServe and now I don't have that problem anymore, lots of us go there and talk about games. I always know which games are good and which ones aren't. I even got to talk to the designer of a really cool game I bought because he did a special forum on-line. It helped me figure out the game so I could play it all the way to the end."



Still type using two fingers? Going on-line will scare up your enthusiasm to learn the right way. You'll also see why spelling is so important.

messages every day now with e-mail, it doesn't cost a lot of money and I don't have to buy stamps or anything. I tell mom that I need Prodigy because I need to access the on-line Encyclopedia for school, and I even do sometimes, but I mostly use it to keep in touch with my buddy."



I make it fun to give up the haunt-and-peck method of typing. We can really drive dad nuts when your quick typing takes the tv for a ride.

"Keeping in touch." "Playing games." "Talking to other people." How can you do this with a computer? It's easy once you can type.

"Talking" to people actually means typing a short message into the computer and sending it to another person, then having them respond to it. It looks like this on screen.

As you can see, you can actually talk to more than one person at a time, and the "conversation" moves pretty fast. If you can't type well enough to keep up, or you can't spell well enough so people can understand you, people either think you're not worth dealing with or rude, so you have to be able to use your keyboard well.

If You Can't Type, Or if You Don't Type Well, Let Me Help You Out.

I like to help kids learn to type so they can go on-line and have fun, also so they can do their homework on the computers. (Here's a fun hint. If you do your homework on a word processor, you can automatically "spell check" the document. Your teacher will go absolutely nuts looking for misspellings.)

I think learning to type can be fun, so I built-in little contests and "races" to help you learn to type faster and better. Give me a try if you want to teach your fingers to fly. You may want to spend some time with Yobi, too if your spelling is not what it should be. (People on-line just love to point out when you misspell something, and it can be sooo embarrassing.)

I hope I see you on-line soon!

Spooky.

Note to Parents:

On-line networks offer your child a great interactive learning experience, but some areas of some services are definitely not for children. Your child's ventures into on-line systems should be closely supervised. It's something we really recommend you and your child do together. ✕



THE JOURNAL OF TURBO-SCIENCE

"To Solve Tomorrow's Problems, We Need Only Have Better Ideas Today"

DR. BRAIN'S NEW PLAN TO EASE SMOG IN L.A.

Proposal recommends widespread use of time machines!

"Properly set Time Machines are the key to making the smog go away. Let's set them all to Eastern Standard Time!"

-DR. BRAIN

LOS ANGELES. Smog, the air pollution caused by automobile exhaust, is a fact of life in Los Angeles, California. The locals seem hopelessly obsessed with their automobiles. The freeways of Southern California are famous for "rush-hour traffic" that make most of them look like long, thin parking lots for hours at a time. The exhaust from all of these cars dumps tons of pollutants into the air each year.

The situation has gotten so bad that the local media regularly issues warnings about poor air quality they call "smog alerts". During these alerts, kids aren't allowed to play outside during the school day, and local newscasts warn citizens to stay indoors and use air conditioners when possible. The air gets so bad that it looks like a thick brown fog and often smells like burning tires.

Why does Los Angeles get so much smog? Automobiles on the freeway are the biggest cause of air pollution, but local geography greatly contributes to the problem too.

During the warm spring and summer days, the high mountains surrounding the greater L.A. area trap the exhaust fumes over the valley for days at a time. From street level, the sky has a greenish brown tint that causes your eyes to water. Viewed from high above, the smog hovers in the valley looking like an unappetizing soup.

For years, the only practical solution to the problem seemed to be getting the commuters out of their cars (but no one has been able to answer the question of where and how to do so Los Angelinos would riot.)

Today, Doctor Brain (noted mad scientist and educator), announced he had a new plan for addressing the problem of trapped exhaust in the Los Angeles basin with the widespread use of Time Machines.

As explained by Dr. Brain, "You see, all the people in Los Angeles have these Time Machines they call alarm clocks. The clocks remind them when to get up each morning and drive to work. Since they all seem set to go close to, or at sunrise, the people all get in their

cars and go to work after the air in the valley has gotten warm. This is the problem, and we can change it.

If we were to simply reset all these Time Machines in such a way that everybody woke up and went to work before sunrise, the warm exhaust from their cars would rise quickly into the cool air. You see, warm air rises, so the exhaust could get up over the mountains and blow with the breezes away from L.A.


Instead, people wait until after the air is warm before they leave for the day. This not only keeps the exhaust over the city because the air is already warm, but it also creates a double-whammy, since the dark exhaust sits in the sun all day, and gets even warmer. Dark things like black yucky smoke will get warmer in sunlight. Transparent things like pure air don't heat up

with sunlight, so the morning smog in the air gets hotter all day long.

By the time the afternoon commute home starts, the air is so hot it stays warm all night (and the sun-heated smog that was created in the morning captures the exhaust of the afternoon commute). This situation can last for weeks and gets worse as it goes on!" Doctor Brain then proudly thrust his finger into the air as if he had made his point and with an air of superiority, stepped from the podium. The collected reporters waited while he was called back to take further questions.

Tiredly, Doctor Brain went on. "Don't you see! The lack of smog in the air would make it cooler all day long, and the afternoon commute back home would occur much earlier in the day. Thus, the afternoon exhaust would not sit in the air baking for the whole day like the morning exhaust does now, and would cool off faster. Every evening it would cool off enough for this smog to escape over the mountains as well.

We could say goodbye to half the smog associated with automobiles just by this one little trick (and probably all of it). The people in New York get up when I'm recommending we should, we just need to get up with them. It would also give every Southern Californian more time to play in the sun each day, and healthier air to breathe while they do it."

One reporter asked, "Wouldn't it be better if Los Angeles residents were to carpool, ride bikes, and make use of buses, trains and other mass transit methods to go to work?" Dr. Brain responded. "What!?! You think I would suggest we could ever get a Californian out of his car? You think I am crazy?" This got a big laugh from reporters in the room, all of whom had driven to the press conference in separate cars. As a final statement, Doctor Brain looked down seriously from the podium and asked "Why do we always spend so much money trying to beat nature instead of working with it to find a solution? That is a puzzle that I do not know how to solve." 

"You've got to get up pretty early in the morning to get rid of smog"

-DR. BRAIN

QUARKY AND QUAYSOO REVIEW: LOS ANGELES TRAFFIC

Number of people living in Greater Los Angeles: 9,158,400

Average length of an automobile: 10-feet

Estimated number of miles of freeway: 898 miles (5280 ft. per mile)

Number of cars end to end per mile: 528

Number of cars to fill all the Los Angeles freeways at rush hour 474,144

Estimated number of cars on L.A. freeways at rush hour: 474,144



Special Notes For Parents and Educators:

If your child has problems in science, the puzzle adventures in *The Castle of Dr. Brain*, and *The Island of Dr. Brain* provide fun ways to introduce children to scientific theories and concepts. For children and adults interested in learning more about ecological concerns and pollution prevention, *Sierra On-Line* also offers the *Ecoquest* series. These fun and informative *Discovery* games are available at better software retailers nationwide, or directly from *Sierra On-Line*:
1-800-753-7707

FROM THE DESK OF DR. ELAINA BRAIN

Special Notes For Parents and Educators:

While the idea of adjusting the schedules of urban dwellers to ease air pollution may sound a bit far-fetched, this idea has been studied as a possible solution to the growing pollution problems in Phoenix, Arizona.

Scientists there believe this plan could lead to enough changes in weather conditions and break up the ever increasing smog layer covering the city. Experts in energy consumption believe that if people had more daylight during their waking hours, less energy would be used to heat and illuminate homes and businesses each night. Health professionals also believe it could be a factor in getting people to exercise more often. Civic planning professionals have found many positives with the plan, as it could help to promote greater business synergy with large East Coast corporations working on Eastern Standard Time, and perhaps bring new business to the city.

Oh, and before the warm weather this year comes to an end, here's a fun little activity to do with your kids that my Uncle Doctor Brain was going to write about as his next scientific breakthrough:

HOW TO MAKE GRAPE SODA DR. BRAIN STYLE

Create your own whole-grape soda just like Dr. Brain's. Your friends will be amazed when they try to figure out how you got those great big grapes down the skinny neck of the bottle.

Step 1: Fill a clean soda bottle 3/4-full of water.

Step 2: Put the bottle in a microwave oven and set it on high for 3-4 minutes or until water in the bottle is boiling.

Step 3: Wearing an oven mitten, carefully remove the bottle from the microwave and let it sit for 3-4 minutes. Be careful! The bottle and

water will be hot. You may need an adult to help you.

Step 4: Drain the water out of the very hot bottle and quickly place a grape firmly on the mouth of it, the grape will soon be pulled into the bottle. Keep putting grapes in the bottle until it's full or, it has cooled to such a

point that the grapes are no longer pulled into it.

Step 5: Let the bottle cool and then fill it with 7Up or other soda beverage.

Hey Doc -

Here's the stats for the next column.

- Mouth of average soda bottle: 10/16"

- Size of average grape: 1"

- # of Grapes to fill 8 oz. soda bottle: 25

- # Number of grapes to make

Dr. Brain's Grape Soda for

everybody in L.A.: 228,960,000

I threw that last one in just for laughs!

- X's and O's.

Quarky

Sierra Kid's section

with Dr. Elaina Brain

Exploring Earth's Largest Living Laboratory

Destination Costa Rica

"Please fasten your seat belts," requested the pilot. Yobi's heart sped up as the jumbo jet rocketed down the runway. As a magician, Yobi usually didn't need to take a plane, but this time he had people to meet at the airport, and plenty of time for a good nap. He knew his dreams would be nice ones, filled with adventure and exploration in the land that was his destination: Costa Rica.

Soon, Yobi was snoring a deep, gravel-filled snore that made the children on the plane giggle. He helped the flight attendants sell more headphones than usual (even though it was a very, very bad movie on the plane) that day. By the time he awoke, the seats at the rear of the plane were crowded while the front (where he sat) was cleared in each direction by five or more rows.

Yobi met his tour guide inside the airport. He was amazed to find that Yobi carried no luggage other than a large walking stick. "Are you ready, Yobi?" "You bet," Yobi yelled. "Let's go!" As the sturdy four-wheel drive gained speed the afternoon rains began.

On the Road and Off-the-Beaten Path with Yobi In Costa Rica

Where your imagination stops, Costa Rica begins. In the wonders of the small country (a little bit more than half the size of the state of California) one can find 11 distinctly different areas of life and vegetation. More than half of all the identified species of living creatures on Earth can be found in the tropical jungles of Central America.

In fact, it is still not unusual for a qualified expert in such areas as insects or plant life to find a new variety of life on a monthly or even weekly basis. For this reason, the wise-thinking people of Costa Rica have set aside more than 25% of their country as National Parks. In addition, universities and laboratories from around the world have purchased their own massive land tracts and set up private biological reserves. All over the world, Costa Rica is known as the Earth's largest living



The differences between the mountainous regions of Costa Rica, best characterized by the Cloud Forests of Monteverde, and the swampy forests of Tortuguera on the eastern coast, are astounding. Costa Rica offers 11 distinctly different areas of wildlife and vegetation. The whole country is a scientists playground.

laboratory.

As Yobi traveled the country he was amazed that no two places in the country seemed the same. In the mountains of the Monteverde Cloud Forests, Yobi found a

land so emerald green with plants that he almost missed the great Quetzal bird that he eventually spotted atop a tall tree.

...A few days later, towering above the rolling hills and crystal blue waters of Lake Arenal, Yobi spotted Volcan Arenal, one of the worlds most active volcanoes...

...On yet another day, Yobi found himself holding tightly onto a rubber raft as it pitched and leaped around during a bold white water adventure...

...and a day after that he was on a tropical beach that reminded him of the very early days of Hawaii, where he would often magically transport himself for a daily stroll.

After a couple of days resting in the sands, he found himself in the swampy forests near the Atlantic ocean, with many alligators and monkeys, and also (he found out much to his chagrin) lots of ants.

Throughout his trip, Yobi saw many



Costa Rica is at the center of a land bridge between two major land masses (North and South America). It is a path for the annual migration of an amazing number of insects, birds and other wildlife. For this reason, scientists have set up numerous biological reserves here, where they work in Living Laboratories.

different kinds of birds traveling through Costa Rica on their annual migration from North to South America. He was especially amused to see toucans and parrots flying in the wild. (Something that made Yobi's pal Crackers very jealous.) He also found out that Tarzan would probably not be a very happy apeman in Costa Rica. "Even the King of the Jungle would run out of the Costa Rican Rain Forests after just a few minutes if he was wearing a loin cloth like in the movies. These forests offer every


kind of sting and bite an insect can give," explains Yobi. More conservative attire, including shoes, long pants and long sleeves are more practical and appropriate. A little insect repellent also goes a long way.

As Yobi boarded the plane in San Jose, Costa Rica for back home he thought to himself with some amusement, "From Living Laboratory to Living Laboratory in just a few hours, and these human beings seem to live in such great numbers only in the wrong one." He was momentarily worried about human beings as he thought of this but then said to himself, "If these humans have set aside so much of this marvelous land and not cut down the forests to make junk mail or



This is the best way to experience the wonders of the wilds! If you walk and talk you won't see much, since the creatures hide in fear. Instead, sit quietly for a few minutes. (Watch those anthills!) The forest will come to life before your very eyes!

covered the lovely beaches with condos, there may just be hope for them yet." Yobi shut his eyes and drifted off to sleep. Again, the airline made money on its' movie for a change.

For spelling fun with Yobi, check out new *Spelling Jungle* and *Spelling Blizzard*. For more information on rain forest ecosystems, play our *EcoQuest: Lost Secret of the Rain forest*. 



The run-off from the daily rains in the mountains gathers together to form raging rivers. Yobi and friends find that white water can be fun - it becomes a natural roller coaster!

Biological Reserves are like zoos, only it is the humans that are carefully confined so that they do not interfere with wildlife.

Living Laboratories are places where experiments and research take place in such a way that scientists can monitor the effects of nature on their works in progress.

A Land Bridge is a natural link between two major land masses that is used as the path of migration for wildlife and man.

Migration is the natural movement of wildlife in response to changes in seasons or other natural changes in the environment.



Announcing the "Kids in College" Contest

Parents

**Your Child Can Win a \$50,000
College Savings Bond***

• • • • •

Students

**Win Free Software
Worth \$500**

• • • • •

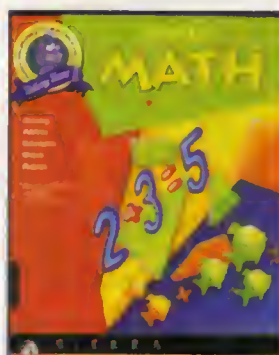
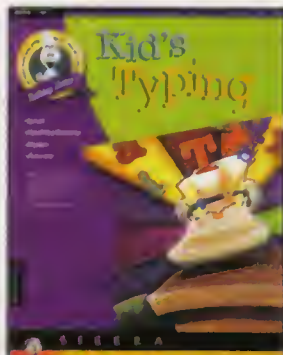
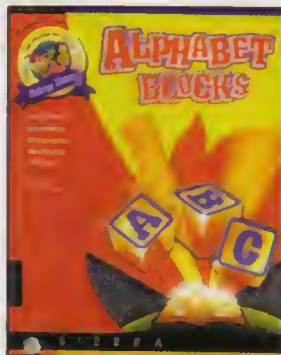
Teachers

**Win a Multimedia Computer
(a \$2500 value) and \$500 worth of
Sierra Software for your
Classroom**

When you buy any game from our award-winning line of educational products, students in Grades K to 6 have the opportunity to win a savings bond maturing at \$50,000 to pay for a college education and FREE Sierra software valued at \$500!

**Simply have your child answer the question:
"How will your future be changed by computers?"**

Children in grades 4 to 6 should write an essay. Grades K to 3 should draw a picture and/or write an essay. There will be a grand prize winner in each grade category. PLUS, each winning student's school will win a free 486 multimedia computer valued at \$2,500 and \$500 worth of Sierra software! Second prizes of \$250 worth of Sierra software will also be awarded.



Here's how to enter

- Fill out and return the entry form below. The parental permission must be signed for the entry to be valid.
- Enter in one of two categories: Grades K-3 and Grades 4-6.
- The essay or drawing should be on 8-1/2"x11" paper, handwritten or typed (double-spaced). Staple the entry form to the paper.
- Grades K-3, draw a picture and/or write an essay of 50 words or less.
- Grades 4 to 6, the essay must be 150 words or less.
- Proof of Purchase from one of Sierra's educational line of products must be included.
- Mail to: Sierra Kids in College Contest
Sierra On-Line, Inc.
P.O. Box 53210
Bellevue, WA 98015-3210
- All entries must be postmarked on or before December 31, 1994.
- For contest questions call 1-800-649-4908.
- See Official Rules below.



ENTRY FORM

Name _____ Grade _____

Address _____

Phone Number _____ Birthdate _____

School Name _____

School Address _____

PARENTAL PERMISSION REQUIRED

As Parent/Legal Guardian to the Entrant, I permit my daughter/son to enter this contest. I also represent that the enclosed story was originally written by my daughter/son with no assistance from any other individual or source.

Signature _____ Date _____

OFFICIAL RULES AND CONDITIONS

1. Proof of Purchase of a Sierra educational product required. The receipt must be dated after August, 1994. Be sure and fill out the entry form and staple it to the 8 1/2 x 11" essay page. Mail your entries with proof of purchase to Sierra Kids in College Contest, Sierra On-Line, Inc., P.O. Box 53210, Bellevue, WA 98015-3210. Enter as often as you like, but each entry must be mailed separately with a separate proof of purchase. Sierra educational software includes the titles: Alphabet Blocks, Beginning Reading, Early Math, Kid's Typing, Spelling Jungle, Spelling Blizzard, Mixed-Up Mother Goose, Mixed-Up Fairy Tales, Pepper's Adventures in Time, EcoQuest: The Search for Cetus, EcoQuest: Lost Secret of the Rainforest, Cavale of Dr. Brain, Island of Dr. Brain, Turbo Science, Mega Math, and The Even More Incredible Machine. Entries may be handwritten or typed. Entries must be postmarked by 12/31/94. Entries will not be returned and become the property of Sierra On-Line, Inc. upon receipt. Sierra On-Line, Inc. assumes no responsibility for lost, mutilated, late or misdirected entries.

2. Prizes. Two (2) grand prizes will be awarded, one in each category, K-3 and 4-6. Each grand prize consists of a zero coupon bond worth \$50,000 at maturity to be used towards a college education only and \$500 worth of Sierra software selected by Sierra. Maturity is determined as the year the child turns 18 and enters college. The bond will be issued in the name of the winner with the parent/legal guardian listed as custodian until the child reaches 18. Plus the two winning students' schools will win a free 486 multimedia computer valued at \$2,500, and \$500 worth of software from Sierra. There are six (6) second prize winners. There will be two winners for Grades K-1, two winners for Grades 2-3, and two winners for Grades 4-6. Second prize is \$250 of Sierra software to the winning students and their schools. K to 3 winners will be determined by creativity, correct punctuation, proper spelling, and competent use of grammar. Compositions should have a clear introduction and summary. Winners will be determined by a panel of leading educators. Judges' decision is final. Winners will be announced on February 28, 1995. All prizes will be awarded. Prize winners will be notified by mail.

3. Eligibility. Contest open to residents of the United States, in grades Kindergarten to 6th. Teachers are also allowed to enter their students with one proof of purchase per classroom. Parents or legal guardians of winners will be required to sign a parental permission form, an affidavit of eligibility, and a publicity release that will allow the use of winners' names and likenesses by Sierra On-Line, Inc. for promotional purposes with no compensation. Children of employees (or their relatives) of Sierra On-Line, Inc. or any of its affiliates are not allowed to enter. All taxes are the responsibility of winners.

4. Winners List. For a list of winners, send a stamped, self-addressed envelope to Sierra Kids in College Contest, Sierra On-Line, Inc., P.O. Box 53210, Bellevue, WA 98015-3210. Requests for winners lists must be received by 3/31/95. Allow 6 weeks for delivery.

5. This contest is sponsored by Sierra On-Line, Inc.

Experience the Insanity of the Incredible Machine Games!



*"I think your
game is radical...
I'm an Incredible
Machine fanatic...I
like the game, I like
the levels, I like the
education, but most
of all I love the fun!"*

*Tony DeGane,
grade 12*

Can you drop a ball through a hoop? What if you have to use explosives, scissors and alligator? Welcome to the *Incredible Machine* games. A much-lauded family of hundreds of brain-teasing puzzles where you create complex machines. By assembling machines from an odd selection of odds & ends, your complex machines accomplish many tasks that only seem simple.

An Act of Creation Which Is Equal Parts Art And Invention

You might say the grandfather of all this devilish fun is Rube Goldberg. Ever heard of him? Rube—a cartoonist by trade—was the first to use things like pulleys, fish and dynamite to assemble devious and delightful contraptions. An inventor of sorts, the games he inspired will challenge the Thomas Edison in folks young and old. Remember the old game "Mousetrap" from the days of your youth, with its many silly parts that assemble into a mousetrap? The contraption you assemble during this game is a working example of what has come to be known as a "Rube Goldberg Machine." With puzzles you play and puzzles you build, it's just your brain and the machine. Cross Rube with a microchip, and you have *The Incredible Machine*.



Look confusing? Look like fun? Looks like you'll be up too late building machines again this evening.



Go ahead, take a guess how this machine's supposed to work. We haven't figured it out yet (and we've lost sleep because of it).

It's hard. It's addictive. And it's 3 a.m. If only you'd stopped at the last puzzle. Why didn't you stop? Is it the fear of the machine stumping you? Is it the simple thrill of watching your creation in action? Is it doing better than your kid? (Who, by the way, got the ball to drop through the hoop before dinner.)

Sequels, Toons and Other Frustrations

OK, so *The Incredible Machine* has won just about every award known to mankind. What do we do next?



Doctor Tim isn't a mental health professional, but he is the first line of defense if you feel you're about to go bonkers!


More Sequels. Welcome to the new *Incredible Machines*.

The Incredible Machine 2 is due to hit the stores the end of September. It is bursting with 150 new brain twisting puzzles. Plus, there's a brain to brain feature where you challenge

your friends to a dual of speed and ingenuity. And, to give your opponent any advantage they might need, there is a easy handicapping system which allows you to program the time limit for each player. The fun part about the head to head puzzles, (and there's twenty included in *The Incredible Machine 2*!) is you can play cooperatively or competitively. In

The Incredible Machine 2 there is also a very helpful new 'automatic hint' feature, where Professor Tim points out areas on the puzzle field where a part might work great to solve the puzzle. To to make your creations look smashing, new background parts have been added for scenery—mountains, the sun, clouds and trees all work together in making your masterpiece.

And the *Incredible Toons Machine*? Well, have you ever given life to a cartoon? The little fellows breathe, walk and have a mind of their own. You think through the puzzles, but when you spur your Toons into action, who knows what mayhem awaits! *The Incredible Toons* machines will be out in the stores for Windows, Macintosh, Windows CD ROM and for Sega CD this fall. Once again, there is a head to head feature to make playing with (or against!) your friends easier.

So, challenge your mind. Challenge your friend's mind. Try to get some sleep! Let loose the inventor in you. Get ready for more of the insanity of the *Incredible Machine*. 



A great example of a great *Incredible Machine*. You can build better though, but can you build just one? We bet not!



There are so many oddball parts to work with! An *Incredible Machine* can include everything and the kitchen sink.

Back to School for The Incredible Machine

Even *The Incredible Machine* has to go back to school this year. As some teachers and students gear up for another year of reading, writing and arithmetic, others are sharpening their mouse (or is that mice?) as *The Incredible Machine* makes it's way into school computer labs across the country. Last spring saw the first glimpses of these crazy Rube Goldberg contraptions on the PC's in the classroom from Tok, Alaska to Dallas, TX. This fall, kids K-12 across the country will get a chance to play games, I mean, er..., learn critical thinking through the creation of crazy Rube contraptions. *The Incredible Machine* made quite a hit with kids last year.

Here's what some of them said when asked what they did and did not like about the game:

"I bet *The Even More Incredible Machine* is the most played game in the whole school." Travis O'Neal, grade 4

"I think your game is radical... I'm an *Incredible Machine* fanatic...I like the game, I like the levels, I like the education, but most of all I love the fun!" Tony DeGane, grade 12

"I like it because it's an action and a puzzle game. And the levels get harder." Shawn McBride, grade 6

"It's not as easy as it looks." Michael Cotter, grade 12

"Once you finish a puzzle, you can press replay and impress yourself." Andrew Breedon, grade K

When asked what they learned from The Even More! Incredible Machine:

"I learned that there are millions of things you could do to solve a problem." Garrett Burns, grade 12

"The simplest answers can sometimes be overlooked." Dave Fadara, grade 4

"That if it looks easy, it isn't easy at all." Chrystaln Schneider, grade 4

When asked what they would like to see changed or added to the game:

"...make Mel more durable...when he falls he dies so easy. Make a Super Mel!" John Meyer, grade 4

"I think that if we invent a puzzle that we should be able to send it to you so you can put it on the next game you make." Josh Luna, grade 6

"I think you should take out the gun and replace it with a Frisbee." David Koeppel, grade 4

Challenge your mind.
Challenge your friend's mind. Let loose the inventor in you. Try to get some sleep!

Outpost: Our Last, Best Hope for Survival



Sierra Launches Outer Space Strategy Game

As Time Goes By...

I was first introduced to computer gaming by an ex-boyfriend. We played the original version of *Leisure Suit Larry* with the internal PC speaker perpetually repeating that tinny jingle. To this day, I can hear it in my mind without even performing a standard mental search routine.

Almost immediately, I became a tried and true Sierra On-Line fan, tearing through adventure game after adventure game with an



Imagine building structures in an outer space environment, it's beyond known reality.



Building a new environment for human occupation is intricate and challenging.

insatiable appetite. Besides the sheer joy of playing, I was consumed with curiosity about what artistic and technological advances each new wave of games would bring. After mastering the adventure game, I went on to try my hand at flight simulations, such as *Aces of the Pacific*, and puzzles games, like the addictive and inimitable *Incredible Machine*. I playe 'em all, loved 'em all.

However, with the release of *Outpost*, I was faced with a new and rather intimidating challenge. What would I find in Sierra On-Line's much touted first entry in the space strategy game arena? I must admit to experiencing some trepidation as I regarded the seemingly innocuous *Outpost* box and its contents, one CD-ROM and a deceptively small (though meaty 88 page) manual. After all, I'm not an experienced strategy game player, nor a hard-core science fiction aficionado (although you can't tear me away from *Babylon 5*). And from all I'd heard, *Outpost* is an incredibly complex simulation that would have me managing post-apocalyptic

scenarios of survival-based on NASA computer models. So how does a die-hard *King's Quest* fan deal with that? Quite well, actually, especially since I decided to use the provided tutorial (see tutorial.txt on the CD-ROM) as a cheat sheet for my first journey out into the vacuum of space.

Fear and Foreboding in Outer Space

The opening movie sequence immediately pulled me into a stressed out world a mere fifty years in the future. A rogue meteor is hurtling in to destroy the Earth (just ask Jupiter how that feels...) and it was up to me to lead an away team (far, far away) to mankind's new cradle in the stars. The combined effect of 3-D studio rendered graphics, the stirring Mars



Intensive research and understanding of the physical galaxy is mandatory.

"...The concept has never been done up in such elaborate, burnished style and with so much info at your fingertips." – Electronic Entertainment



In a vacuum, designing super structures in space is much different than on earth.

movement from Holst's *The Planets*, and recorded audio from the Freedom 7 launch created a total atmosphere of tense believability and excitement. I watched my old planet's demise with a lump in my throat and then got down to the business of survival.

Pick A Planet, Any Planet

First, I had to decide where to go (so many stars to choose from) and launched some probes to gather information about four star systems. Then, of course, I had to pack for the trip. The interface is laid out in a logical and graphically simple fashion, making the "shopping list" of colonists, life support supplies, satellites, and seed factories self-explanatory to anyone who can balance a checkbook. Eventually I maxed out my credit card, meaning it was time to get the heck out of Dodge (i.e., the solar system). Our journey (fifty plus years) would provide me and my fellow colonists with ample time to read, catch up on our correspondence (oh yeah, there ain't no one left to correspond with), and pick out a new planet to call home.

At this point, my friendly artificial intelligence provided the most helpful advice. She told me that the most happening place in the universe was the fourth planet in the Sigma Draconis system. Thanks to an induced sleep state, we were shortly in orbit around this planet (which I promptly named "Van Nuys" after my childhood stomping ground, now obliterated into dust particles, gaseous clouds, and a distant memory). I launched our satellites and the seed factory. It would build a temporary power supply, command center, and factory. Then, I selected a homestead (level ground near an ore deposit) and placed my seed factory. It was finally time to start playing the game.

A Brief Editorial Detour

A side note for all you non-strategists out there: While all these introductory preparations may seem like taking the long way around to get to the actual game, it is vital to the mission's success that you take them seriously. The art and ambiance provide ample entertainment value and the content is

interesting (dare I say educational?), even to landlubbers like me. Bruce Balfour, the designer, has created a universe with a seemingly infinite number of possible scenarios for the player's exploration and experimentation. As with *SimCity*, once you start to play, you begin asking yourself all kinds of questions that begin "What if I...?" Real life doesn't offer us the option of going back and trying it again, this time just a little bit different, and the chance to do so within a complex system is irresistible. OK, I'm done. Now back to the game.

So Little Time, So Much To Do

Getting a planet cleaned up for company is no easy chore. Without going into all the mind-boggling details, suffice it to say you'll be plenty busy keeping all your colonists alive and cheerful. First, you are responsible for providing the immediate requirements for survival (air, food, and shelter). If you successfully create a livable environment on this hostile world, you can later proceed with advanced long-term goals like terraforming and scientific research (or so I hear. I haven't gotten that far yet).

Carry out your will upon the virgin territory

with a simple click-and-drag menu (called the tile map) of available machines (robohozers, etc.), residential buildings, and industrial complexes. Additional copious amounts of valuable information pop-up in movable Windows-style menus, allowing for much intuitive deduction on the part of the player (though I strongly recommend reading the manual before you begin). Once you've done all you can on a given turn (i.e., when the tile map contents have been depleted), click on the "planet with the orbiting moon" icon to advance the time units. Then you can see the results of your actions. Perhaps a new factory has been completed, a colonist has died, or smelted ore is now being stored in a storage tank. And so it goes. Turn by turn, you slowly carve out a tenuous foothold of existence on this forbidding chunk of rock. It's an intricate and fascinating process that really makes me appreciate just how good we've got it here on the great planet Earth.

Morale or Morals?

Right from the get-go, I was totally impressed with *Outpost's* complex structure and inter-connectivity. In fact, much of the



Thanks to an induced sleep state, we were shortly in orbit around this planet



**"Expect to see some of the most spectacular rendered visuals ever seen in a PC game."
-PC Gamer**



Landing on a foreign planet to begin colonizing is both frightening and exciting.

documentation is devoted to explaining the interactions of cause and effect. This causality needs to be understood so that the player knows how to "push" the model in the desired direction. Some things are direct and obvious, such as the placement of a robo-digger in order to clear a section of land. Other things are much more indirect and subtle.

Take, for example, the Red Light District. According to the manual, the Red Light District "provides colonists with entertainment," the exact

same definition used to describe the Recreational Facility. However, whereas building a Recreational Facility increases morale by one point per turn, the Red Light District increases it by two. It seems obvious that you would build only Red Light Districts, right? Well, not exactly. A closer look at the manual reveals that Residential Areas can also spontaneously turn into Red Light Districts due to a high crime rate (which is due to... Oh, never mind), thus evicting people from their homes. And although Red Light Districts do a good job at increasing morale and the population growth (no comment), they also draw two luxury items per turn from the storage warehouses. These luxury items, such as whoopee cushions and chia pets (how would we ever live without them?) could have been distributed straight to the populace, thereby increasing the morale directly. You can bulldoze the Red Light Districts or build more Police Stations to control them, but what effect will that have on your colonists' morale? It's a nice

little give-and-take situation requiring a delicate balance between what they want and what's good for them to have.



Space stations are a big help when it comes to supplies and information.



Incredible dimensional graphics puts you right in the action of space life.

Do Unto Others...

The colonists' morale plays a crucial role in the success or failure of the outpost. Not only is morale affected by Red Light Districts and the availability of whoopee cushions; many other determinants are factored into the equation as well. Even the player-directed attitude of the police force affects morale. A hostile police force keeps the crime rate down but negatively influences morality. Kinder, gentler police are popular but don't do much to fight crime.

In turn, the morale level influences the birth rate (higher morale = fewer headaches = more babies), the death rate, and factory productivity. To get a feel for how you are doing as a leader, try browsing through the colony's newspaper, the *Outpost Evening Star*, for the opinion of the man on the street. As in real life, sometimes it seems like success is more of a popularity contest than anything else.

Besides reading the daily news, it's important to monitor the numeric morale level. You can view this information in the executive summary report, accessible by left-clicking on the Command Center built by the Seed Lander. Other vital statistics such as the population breakdown (infants, workers, scientists, etc., as determined by a mathematical population model) are found in the executive summary as well.

Rebel, Rebel

According to the manual, the best way to determine the effect of a certain action on the population's morale level is to try to imagine how you would feel in a similar situation. For example, what if there was a meteor shower (did I forget to mention *Outpost's* built-in planetary disasters such as solar flares and volcanoes?) and your illustrious leader forgot to tell you to evacuate the surface? Chances are pretty good that you'd be casting your vote for someone else come the next election. However, colonists don't vote; they leave.

Where do they go? According to designer Bruce Balfour, during the conscious periods of the starship's journey, a scientist with views opposed to yours manages to talk half the

"Outpost promises to be one of the most exciting games of 1994."

-Computer Game Review



Thrill to rocket sequences in full animated sequences with movie-like quality.

colonists into starting a separate colony on arrival. His practical argument is that two colonies have a better chance of survival than one. Since they are in direct opposition to the official orders, they sneak off with a seed factory and landers once the starship has arrived in orbit. Because the whole idea of the game is survival, there will be no retaliation possible against the rebel colony. However, this antisocial action does pose a serious threat to your outpost, not through direct confrontation, but rather by giving disgruntled colonists somewhere else to live.

At the beginning of the game, the moral level is 600 points. If it falls below 200 for an extended period of time, defections will begin

to occur. If you don't do something to remedy the situation, it is quite possible that you soon will become the sole resident of a ghost town. Your facilities will shut down and become non-communicative. All that's left for you to do is read the final edition of the newspaper and call it a game.

On the more optimistic side, suppose the morale level soars over 800 points? Then the rebels will defect and come back home to your colony. Take good care of these new arrivals, keep the morale level high, and pretty soon the rebel camp will be abandoned. You can then move on in and assume ownership. Just click on their Command Center and you will be in charge.


Shoot For The Stars

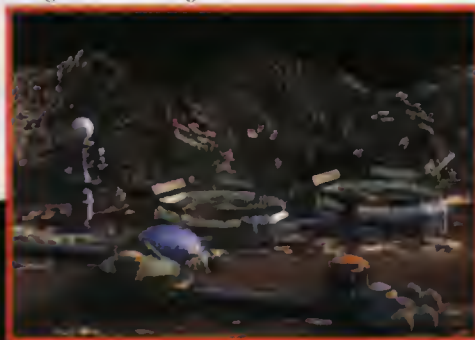
Assuming that your colonists don't all die or move away, where and how does the game of *Outpost* end? Well, it's really up to you. Once your colony is safely established, you can set a variety of long-term technological or even philosophical goals. You can establish research facilities and think tanks to gain knowledge necessary for later development of specialized technologies. Terraform your new home to resemble the late, great planet Earth. Make

scientific breakthroughs in agriculture and nanotechnology. Or attempt the most ambitious project of all... the development of your own space program. Launching a colony-huilt starship is the only action that will definitively end the game, though if you want to keep playing, you can put off that dramatic event indefinitely.

Outpost is a beautiful, complex, noble simulation of a desperate situation. Master strategy gamers will spend weeks developing their colonies, upgrading factories, researching new technologies. Novices can have a blast trying to wipe out all their colonists in record time.

So how did I fare in my first attempt at the salvation of mankind? Actually, I told a lie in the opening paragraph when I said I did quite well. Somehow I managed to strand half my colonists (not counting the rebels) in orbit around Van Nuys. Having one or two of them die every turn should have tipped me off, but no, I had to stubbornly continue hullozing everything in sight rather than check out the situation. Well, I know better now. Given my fascination with the

game, I'm sure it won't be long before the fate of all humanity is once more in my hands. This time I know what to do. 



Watch as your 'new' civilization builds. Your skill and strategy may save humanity.

PLANET PACKS

Outpost has been designed to accommodate expansion modules containing a variety of game enhancements. The *Outpost PlanetPack* add-on will increase the number of available star systems and planet types, and will include a set of pre-existing colonies with challenging survival problems for you to solve.

It was a CD SUMMER

Sizzling new, sensational CD games. Grab 'em while they're hot!

Editor's note: *If you haven't already received and installed your CD-ROM upgrade kit, or if you'll need a more powerful computer in order to access multimedia technology, check the special offers on new 486 upgrades and multimedia upgrade kits on the inside back cover of this issue.*

The last publication of *InterAction Magazine* was February 1994. Since then, there have been lots of hot new CD-ROM games released by Sierra, especially in June, July and August.

This article should quickly bring you up-to-date on what's happening from Sierra in the way of new multimedia games on CD. Many of these new titles were never even mentioned in our last *InterAction Magazine*.



OUTPOST *Building Mankind's Future in Space*

The excitement of this summer's work begins where the world ends.

Outpost is one of Sierra's most eagerly awaited summer releases. This fascinating outer space building game was designed by former NASA scientist, Bruce Balfour.

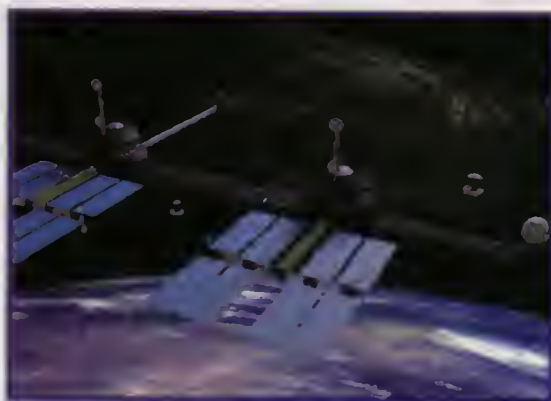
Early reviews of *Outpost* referred to it as a kind of *SimCity* in outer space. Balfour and his team cringed under such trivial comparisons. You can be sure they worked extra hard making sure that *Outpost* would vanquish every existing stereotype or comparison of environment-creation games for good. They vastly improved

and expanded the reality-depth simulation above and beyond anything on earth today. The result? Total player attention immersion and an awesome and complete graphic design level.

The concept of *Outpost* has captured the imagination of game players all over our world. In the United States, pre-release anticipation of *Outpost* was so strong that when an *Outpost Strategy Guide* was mistakenly published by Prima Publishing months before the game was released, the first printing of the book sold out before *Outpost* even shipped to stores. In European markets, *Outpost* broke all sales records for Sierra.

Will *Outpost* eventually overtake the stellar sales of *SimCity* or its recent replacement *SimCity 2000*? As of this writing, it's hard to say. But, there is one promise you can count on. Unlike the disk-based version of the new *SimCity 2000*, the designers of *Outpost* have worked hard to make sure that the game is light-years ahead with its superior multimedia CD-ROM technology.

Requires: 386 or faster, 4MB RAM, CD-ROM drive double speed recommended, SVGA, Windows 3.1 Sound Card compatible.



The last hope for humanity rests on an untested starship and 200 colonists.



Strategy simulation Outpost utilizes NASA's latest space colonization research.



BETRAYAL AT KRONDOR

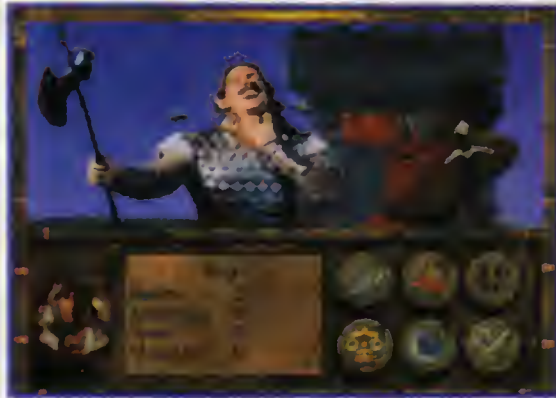
Award-Winning Fantasy Role-Playing

Originally released in mid-1993, *Betrayal at Krondor* (the award-winning fantasy role playing game based on the fantasy works of Raymond E. Feist), won just about every kudo a computer game can in the software industry. And that was before it turned up on CD this summer.

The innovative presentation of *Krondor* (with its first-person point-of-view for most of your travel and exploration), brought many comparisons to other 3-D perspective work done by Dynamix development studios on games like *Aces Over Europe* and *Front Page Sports: Football Pro*. You'll also find amazing cutaway cinematic sequences in *Betrayal at Krondor* that serve to advance the plot and storyline. Plus, the third-person perspective for controlling multi-character combat situations offers up a whole new form of game playing that will firmly grab your attention.

With all that was initially going for *Krondor*, the addition of a fully, digitized stereo soundtrack puts a finishing touch on an already fine presentation. The alluring appeal of its travel music has been known to lure more than one adventurer into playing computer games well past bedtime (or even time to go to work), and the addition of the "ON CD" hint system helps beginning role-players become avid gamers.

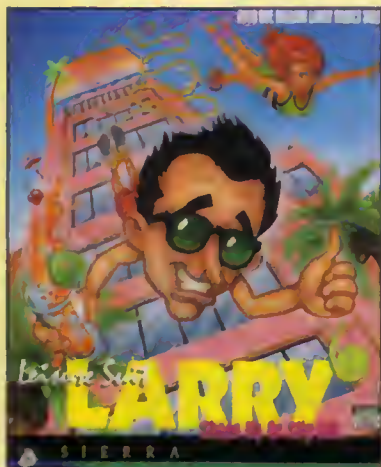
Requires: 386 or faster, 2MB RAM, CD-ROM drive double speed recommended, VGA, Sound Card compatible.



Betrayal at Krondor is a nine chapter virtual fantasy universe of magic, adventure and bloodshed.



The innovative combat system of Krondor is just a part of why the game has become such a big hit with players.



LEISURE SUIT LARRY SPEAKS OUT!

(and he looks better, too, if that's possible!)

Just when you thought it was safe to turn on your computer and do work, Sierra rolls out *Leisure Suit Larry 6* on CD-ROM. Now Larry has a voice, the music is for real, and the babes have sultry and alluring voices. In addition, the entire game has been given a face lift with new SVGA graphics. The combination of new audio and new visuals makes an astounding difference in game quality.

How big a difference does the new audio make?

Well, Larry's vocal delivery of the numerous game jokes is like the difference between reading a joke in a book, versus hearing the same joke delivered by a good comedian. And the vocal delivery of the "babes" was enough to make Larry designer Al Lowe almost lose his mind.

To hear Al tell the story, "When the voice actresses were delivering their lines, they quickly learned to watch my eyes for cues on whether or not they should re-do the reading we were trying to record. If I got a quizzical look on my face, they'd start the line over without any prompting. If I went cross-eyed, they knew they'd delivered the lines right on the money and went on to the next section."

There are over 70 screens in *Leisure Suit Larry 6*, along with literally hundreds of game animations that also look better in SVGA. If you're a Larry fan looking for a super special value, check out the *Leisure Suit Larry Collection* offer on the back cover of the magazine.

Requires: 386 or faster, 4MB RAM, CD-ROM drive double speed recommended, SVGA Sound Card compatible



When you check into the LaCosta Lotta Spa, make sure you also check out the babe behind the counter.



What does it take to truly strip away the last shred of a man's self-respect? How about appearing on the trashy game show STALLIONS, and losing?

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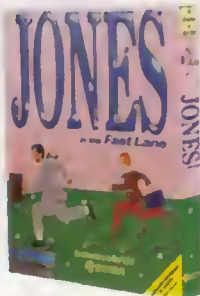
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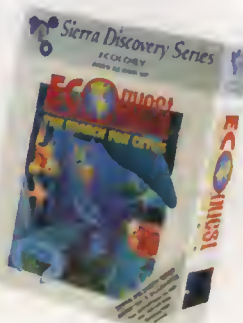
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Space Quest Collector's Edition



King's Quest Collector's Edition

JOIN IN SIERRA'S 15TH ANNIVERSARY CELEBRATION...

In July of 1994, Sierra released not one, but two Collector's Editions, the Space Quest and King's Quest Collections. Many computer entertainment players hope this is just the beginning of a long running series of Collector's Editions. The Collections were designed as the "Family Portrait" of a gaming series. They encompass the best of all the works in a game series (from the earliest vintage work to the latest computer technology).

Look carefully at Sierra's Collector's Editions because they are more than just another bundling of games into one box. For instance, the Space Quest Collection offers everything from the original Space Quest I released in 1986 to the most recent Space Quest V delivered in March of 1993 (including the multimedia CD available for Space Quest IV). You'll also get the 1990 VGA/Sound Card remake of Space Quest and Space Quest versions playable only in French and German, and finally the full video of the Space Quest expose' done by Inside Hard Copy on Space Quest and its designers.

If you like the idea of a Space Quest Collector's Edition, you'll love the King's Quest Collector's Edition.

This is truly the collective nobility of adventure games. It not only chronicles the beginnings and advancements of computer technology, it also proves that a good story and wholesome plot are what truly makes a game great.

The classic theme and style of the King's Quest Collection spans a full decade of development from the original King's Quest to the most recent best-selling, King's Quest VI. This collection is packed with adventure game challenges that fill two entire CDs. Find excitement and wholesome family entertainment in each of the six different King's Quest games (seven, actually if you count the rewrite of King's Quest I separate from the original).

In addition, you'll discover an impressive amount of background material and designer's notes on the CD, along with the very first look at King's Quest VII, and an interview (done in full motion video) with Roberta Williams.



Danger and knee-slapping jokes can be found in every corner of the galaxy.



Set off with Captain Wilco into the uncharted waste bins of the universe.

Space Quest Collection

Requires: 386 or faster, 4MB RAM, CD-ROM drive double speed recommended, SVGA Windows 3.1 sound card compatible supported



Match wits with foes, bent on your destruction.



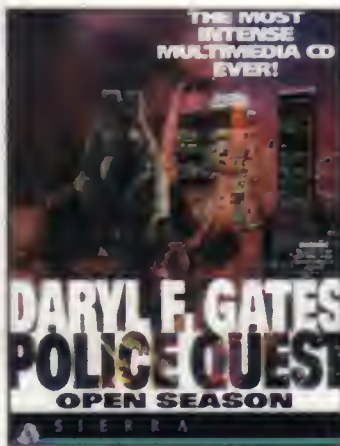
Encounter unique characters, like the Lord of the Dead, who will test your every skill.



Explore strange, wonderful, and often dangerous worlds.

King's Quest Collection

Requires: 386 or faster, 4MB RAM, CD-ROM drive double speed recommended, VGA, Windows 3.1, Sound Card compatible



POLICE QUEST: OPEN SEASON

Thought provoking, realistic, entertaining...

Police Quest gamers eagerly anticipated the November, 1993 release of *Police Quest: Open Season*. Novice designer Daryl Gates (the former Los Angeles Police Chief) gave fans what they wanted and more with his debut game. Gates' 43 years of law enforcement experience is evident throughout this realistic and thought provoking drama.

If you haven't already played *Police Quest: Open Season*, you're in for a very different kind of Sierra adventure. As you play it, you'll experience a new challenge we call "reality role-playing". It's obvious that the details were covered and every effort was made to have players "do it by the book" (the game even includes an abbreviated version of the Los Angeles Detectives Procedures Manual.)

Police Quest: Open Season draws players into a very disturbing world where they are not just "behind the badge" but also are both the hunter and the hunted. The disk-version is not for children. The CD version is definitely not for children or the faint of heart.

**Requires: 386 or faster,
4MB RAM, CD-ROM
drive double speed
recommended, SVGA,
Sound Card compatible.
Optional
Windows 3.1 Support**



Entertaining. Realistic. Thought Provoking. These are words that describe Police Quest: Open Season.



INCA II AND GOBLINS QUEST 3

The most original sequels ever...

Sometimes, the numerals at the end of game names provide a warning sign that there is a rehashed plot inside the game box, but not in this case. With *Goblins Quest 3* and *Inca II*, you can look forward to something that is totally original. If you haven't yet played a game in the *Inca* or *Goblins* series, you've missed a unique gaming experience, and a piece of Sierra's most recent history. Both games were originally developed in France, and they are not only different from everything else on computer game shelves, they are also very different from each other.

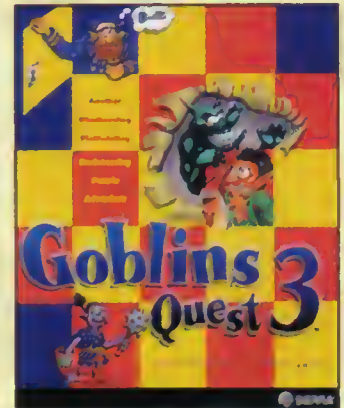
Inca II, with its uniquely twisted storyline takes you to a place in your imagination where you will find ancient Incas in outer space doing battle with cosmic conquistadors. This is a game that might have been developed by surrealist artist, Salvador Dali had he gotten hold of a computer. It's a

combination of adventure game, flight simulation, and something else we can't quite figure out how to describe.

If the dark and ominous tales of the ancient Incas are perhaps a little too serious for you, maybe what you need is a jolly, light-hearted game. One that is funny and features colorful, humorous animation like *Goblins Quest 3*.

Remember the best of the *Looney Tunes* of yesteryear? In *Goblins 3* you'll recognize the signature blend of great animation that kids appreciate (with the occasional "just between us adults" kind of reference that will fly straight over their heads while making you laugh out loud).

Goblins Quest III has a style of play that could be described as adventure-gamish, but that would be understating the situation. *GQ3* has fiendish puzzles that have earned it a reputation as "a rubiks cube with a bad attitude." *Goblins Quest 3* is a great game for parents and kids to play together, or a lighter challenge for dedicated adventurers of any age. Found at most retailers for around \$20, it's a great addition to your gaming collection.



Inca II is part flight sim, part adventure, and part something else entirely, but it's all exciting fun.

**Requires: 386 or
faster, 4MB RAM,
CD-ROM drive
double speed
recommended, SVGA
Windows 3.1 sound
card compatible
supported**



Don't let the cutesy animated characters fool you. Goblins Quest 3 puzzles are devilishly difficult to solve.



TWO GREAT FLIGHT SIMS ON ONE GREAT CD

The *Red Baron/A10 Tank Killer* CD also provides great play value and a look back at games that redefined the genre. Included on the CD you'll find Dynamix's first flight simulator, *A10 Tank Killer* and *Red Baron* (an award-winning, hands-on flight simulator of unsurpassed detail and realism).

A10 Tank Killer was actually released before the Gulf War, and was well received in spite of the fact that the A-10 had not seen true service in any major American wars yet. *A10 Tank Killer* became a real success during the Persian Gulf War when the A-10 "Warthog" plane became the star of many CNN news segments about allied raids against the Iraqis.

In honor of the plane's participation in the war, the *A10 Tank Killer* software not only includes the original mission scenarios from its first release, but also additional missions based on actual Gulf War engagements.

Red Baron, released after *A10*, focuses its attention on the planes and pilots of WWI. It allows players to take the controls of these elegant aircraft from an earlier time. Many flight simulation buffs consider *Red Baron* to be the pinnacle of what the flight sim experience should be. The respected authority, *Computer Gaming World Magazine* has awarded *Red Baron* the status of a "Hall of Fame" winner. This is a designation that CGW awarded to less than 50 games during its first decade of publication.

As a special addition to this package, Dynamix has included a complete on-line historic manual illustrated with full color photos and aircraft diagrams. The CD package also includes, the *Red Baron Mission Builder*, which allows players to design their own mission scenarios.

**Requires: 386-33 or faster,
4MB RAM, CD-ROM
drive double speed
recommended, VGA,
Sound Card Compatible**



This re-creation of WWI action will challenge even the best of today's jet jockeys.



A10 Tank Killer, with its simulations of the missions of the Gulf War, is also action packed.



Aces of the Pacific

ACES OF THE PACIFIC AND ACES OVER EUROPE COME TO CD-ROM

Two of the biggest flight sims ever released have been *Aces of the Pacific* and *Aces Over Europe*, now both available on CD for the first time. These two simulation products, based on World War II battles and aircraft, have consistently been best-sellers since their original release.

As special additions to these packages, Dynamix has included complete on-line historic manuals illustrated with full color photos and diagrams of aircraft of the era.

The *Aces of the Pacific* CD also includes a group of "What If" scenarios based on the intriguing question "What if Truman hadn't dropped the atomic bomb and the war with Japan had continued into 1946?"

Together, *Aces Over Europe* and *Aces of the Pacific* represent the best in historical flight simulation and will keep any sim pilot flying for some time to come.

**Requires: 386-33 or faster, 4MB RAM,
CD-ROM drive double speed recommended, VGA
Graphics. Sound Card Compatible. These
simulations also support optional flight yokes and
rudder peddles**



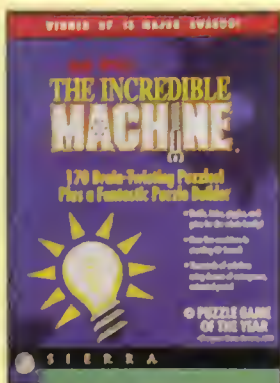
Aces Over Europe



Destroy destroyers, fuel depots, and other tactical targets in Aces of the Pacific.



In Aces Over Europe, fight the historic missions of the greatest air war of our time.



INCREDIBLE MACHINES ARE JUST FOR FUN.

We've discussed some of the world's most incredible machines in outer space and in the air. So let's take a look at *The Even More Incredible Machine* on CD-ROM. This series of games has won many major awards for its fun and funny play mechanics.

If you ever had an erector set, tinker toys, or lego blocks, you know how much fun building things from oddly shaped objects can be. Now imagine a game with dozens of parts that "somehow" fit together and all move and interact with each other.

The Even More Incredible Machine has 170 mind-boggling puzzles that will challenge you to build complex machines using simple parts. The fun will keep you coming back for more! Some puzzles can be real stumpers, so when you reach the edge of total confoundedness, ask Professor TIM (the on-line help system) for puzzle hints. A fully digitized soundtrack accompanies you with a knee-slappin' music score.



The Multi-award winning TIM series offers puzzles and fun your whole family will love.

Requires: 386 or faster, 4MB RAM, CD-ROM drive double speed recommended, VGA, Sound Card compatible.

NEW CD'S DUE AT PRESS TIME



FREDDY PHARKAS

The "Blazing Saddles" of Computer Games.

From Leisure Suit Larry creator Al Lowe, *Freddy Pharkas Frontier Pharmacist*, comes to the silver CD. If you haven't played Freddy already, you've missed a real treat. *Computer Gaming World* calls Freddy Pharkas the software equivalent of Mel Brooks *Blazing Saddles*. The audio performances of the game really show how much a good comedian's joke delivery can make a good joke versus just reading the same lines on screen as you play.

Requires: 386 or faster, 4MB RAM, CD-ROM drive double speed recommended, VGA, Sound Card Compatible.



This game is a great send-up of the stories of the old west. Freddy will make you laugh until you explode!



QUEST FOR GLORY 4

Role-playing with immortal combat...

If you like your humor mixed with hacking & slashing adventure, look for *Quest for Glory 4*. It should be hitting the street just as you read this. The soundtrack is a cast of stars and voices like you've heard before. The narrator is John Rhys-Davies, more recognizable as Indiana Jones' jolly Egyptian friend, Salah in *Indiana Jones and the Temple of Doom*.

Requires: 386 or faster, 4MB RAM, CD-ROM drive double speed recommended, VGA, Sound Card compatible.



Choose the hero you want to play and wander into the incredibly entertaining "Shadows of Darkness."



FRONT PAGE SPORTS: BASEBALL '94

This is a hit, not a strike...

Never mind the real world, *Front Page Sports: Baseball '94* will let you play ball all the way to the World Series (without canceled games due to contract disputes). Read all about *Front Page Sports Baseball '94* in the special color insert you should find in the center of this magazine.

Requires: 386-33 or faster, 4MB RAM, CD-ROM drive double speed recommended, VGA, Sound Card Compatible.



With Baseball Pro'94, you'll just be getting into the swing of the game come October. No walkouts here.

CUSTOMER SERVICE



Sierra's Windows Support



By Gary Brown

Part of Sierra's secret of success within the entertainment software industry has been its ability to release new and exciting innovations within its software. Sierra's first release, *Mystery House*, was the first computer game ever to include high resolution graphics. *King's Quest IV* pioneered the integration of sophisticated soundtracks for games, and that meant being the first to support optional music cards. It was *King's Quest V* that pushed computer games into the realm of true VGA with 256 color graphics. All of these innovations offered improvements that gamers appreciated, even if they did need to buy new equipment or learn a little more about their computers to make them work. The key element separating Sierra products from the rest of the pack has always been our willingness to raise the stakes in quality and technology.

In keeping with this tradition, Sierra has implemented a feature within many of its current adventure titles (such as *King's Quest VI CD*, *Leisure Suit Larry VI*, *Freddy Pharkas Frontier Pharmacist*, and *Gabriel Knight* to name a few) that allows you to install and play your game in either MS-DOS or Windows. Other Sierra family titles such as *Outpost*, *Take a Break Pinball*, *The Incredible Machine* for Windows, *Alphabet Blocks*, and others are specifically designed to run under the Windows environment. These games work like your standard Windows

application - you can minimize, resize the window, and take advantage of the video driver installed in your Windows environment.

Sierra has recognized that Windows compatibility has become an important standard that we need to support. Windows has generally been accepted as the standard operating environment in most homes and businesses. In addition, Microsoft's Windows 4.0 (otherwise known as *Chicago*) is nearing completion and should be available shortly. With these two facts in mind, Windows compatibility will likely become the most important platform for Sierra's entertainment software by next Christmas.

In order to take advantage of operating Sierra titles under Windows, your computer system must be configured correctly. The following guide offers some suggestions for creating a Windows environment optimized to run Sierra Windows products.

Requirements:

As computer games continue to grow in complexity by incorporating more elaborate graphics, sounds and storylines, the hardware requirements needed to operate the new games also continue to grow. To play the current selection of Sierra Windows titles, you need the following computer configuration:

- 386 or better system to run
- 4 Megs RAM
- SVGA Video Card capable of displaying 256 colors in 640X480 mode
- Windows 3.1 or above
- Sound Card with DAC

For optimum Windows operation, Sierra recommends the following computer system options:

- 486 or Pentium system
- 8 Megs RAM
- SVGA Video Card with 1 Meg or more of VRAM
- Sound Card - MPC2 Compliant
- Double-Speed CD-ROM drive or better
- Virtual Memory option invoked with 4 Meg Permanent Swap File

Many people wonder why Sierra games require such complicated systems to run properly. They mistakenly believe that software like Excel and Microsoft Word are the software products that are pushing their system performance to its limits. We've heard the comment "How come I have to do this for your games? Excel runs fine!" many times on the phones. Actually, business applications are pretty easy on your PC. When running a game,

the computer needs to display high resolution background images, draw animated objects (otherwise known as sprites) on the screen, calculate the movement of the sprites and place them in the correct location, synchronize voice files and/or sound effects with the action that is taking place on the screen, and produce background music for ambience. In other words, the computer is having to accomplish four or five complex tasks at the same time in order to

*Having a computer that
is capable of playing a
Sierra game is one thing...
actually having the system
configured to operate the
program within Windows
is another.*

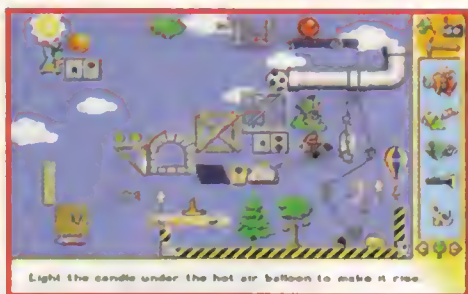
produce the desired effect. Thus, Sierra titles demand a high amount of resources from your computer system, especially when working under Windows.

Having a computer capable of playing a Sierra game is one thing - actually having the system configured to operate the program within Windows is another. The next sections will outline how to configure your Windows drivers to utilize the game play capability of Windows.

The Purpose of Drivers

Drivers are special instruction files which tell your computer how to take advantage of a hardware device. When you insert a hardware device into your computer such as a video card or sound card, Windows will not automatically know how to use it. A special set of instructions must be created which informs the computer how to use the hardware device's capabilities. This is where the driver comes into play. A driver is a special program that's sole purpose is to tell the computer how to control the hardware device.

Within the Windows environment, drivers play a critical role in determining if your computer system will be able to utilize the advanced features of the game. For example, your video card utilizes a driver which informs the computer how many colors to display on the



The Incredible Machine 2 is an incredibly challenging Windows-based game.



Look into the future through the Windows-based space strategy simulation, Outpost.

screen, and which video resolution to run Windows. Your sound card driver tells the computer how to reproduce music or even human speech in the Windows environment. Setting up your hardware Windows drivers is half the battle in making sure you will be able to run your Sierra game properly.

Setting Up Video Drivers in Windows

Graphics have always been an integral part of all Sierra family entertainment software. Thus, it is important to make sure you have Windows configured to display the game graphics as they were intended. As a general rule, you will want to configure Windows to use a SVGA 256 color video driver when playing Sierra games.

There are some video drivers which allow you to display more colors on the screen at any given time. However, using such a driver might greatly reduce the speed of game play or cause unusual graphic images to appear on the screen.

Sierra educational and entertainment products are designed to run full screen in a 640X480 window — generally the current resolution standard for a 14-inch monitor. Many of the Sierra titles will allow you to use higher resolutions (800X600 or 1024X768), however the game will appear in a smaller window because of the resolution differences. If you would like to run the game in a Window that will take up the entire monitor viewing area, load a true 640X480X256 color video driver.

If you are using Windows 3.1, the default VGA video driver that is initially installed for Windows is only capable of displaying graphics in 640X480X16 color resolution. Therefore, you might not be able to view the richness or color depth of Sierra products when running in this mode.

To determine if you are using the default video driver, double-click on the Windows Setup icon in the Main Program Group. The option next to display will indicate the driver currently loaded for Windows. If the option is

labeled "VGA", then you are running the default driver.

To upgrade your Windows video display capability to a true SVGA driver, check and see if your video card came with a disk labeled Video Drivers. If it did, the Windows drivers are most likely on that disk. If you did not receive a disk, contact your video card manufacturer.

Most manufacturers will have a BBS where you can download the drivers over your modem or they will be able to send you the drivers in the mail. You can also look in Sierra's BBS for driver files to suit your needs.

Once you have the drivers, simply follow the installation instructions provided by your video card manufacturer for updating Windows to use the new drivers. One word of warning: make sure you use a video driver that was specifically created for your brand of video card. Loading a video driver that was designed for a different video card could cause video distortion or black screens to appear in Windows.

Setting up Audio Drivers in Windows

Music and/or voice is another integral part of your Sierra program. Ensuring that your music and audio drivers are installed correctly will enable you to hear music, digitized sound effects, and possibly speech. Just as video cards require their own individual drivers, sound cards require drivers that were written to take advantage of their own unique capabilities. Therefore, it is important to load drivers that were created by your sound card manufacturer for your specific brand and model of sound card.

Most sound cards sold today come with a set of Windows driver disks. Usually, drivers are installed through the Control Panel. From the Program Manager, double-click on the Control Panel icon. When the Control Panel Window appears, double-click on the Drivers icon. Once the dialog box appears, select the ADD option. The Add selection box will have a listing entitled "Unlisted or Updated Driver". Select this option and enter in the appropriate location of the drivers disk. Your sound card documentation will be able to provide more in-depth instructions for installing your specific sound drivers.

One more quick note about sound card drivers, most will have more than one driver that needs to be installed. One of the drivers might tell the sound card how to play back Digital Audio samples and another might be used to initialize the music portion of the sound card. Make sure that all appropriate drivers are installed. Otherwise you might not be hearing all of the potential sound and music that your sound card is capable of producing. For more information, your sound card documentation should give you a list of all drivers that should be loaded.

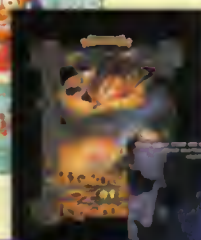
Overview

Sierra has a whole range of hot new products coming that will play under Windows. Making sure your Windows configuration is set up properly will insure you get the most out of playing them.

Sierra has consistently incorporated many exciting innovations within its products. And we have no intention of stopping this trend. So, hop into the driver's seat and enjoy the ride!

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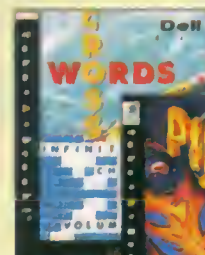
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Windows 386

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Adventures in Customer Service

How Sierra Used On-Line Services to Identify and Address the Problem of an Early Outpost Release that Was Simply too Hard for Most Gamers to Play

On-Line Services:

Gathering places for gamers.

Be it Prodigy, America On-Line, CompuServe or the Internet, one of the most active areas in any on-line service is always the area where players talk about games. When a highly anticipated new game is released to stores for the first time, it inevitably starts an electronic mail harrage with users posting opinions on all aspects of the game. It starts with the very first "I GOT IT" mentioning whichever major retailer was the fastest to get the game to shelves this time, and is followed closely by the quick overviews from players announcing "I LOVE IT" or "I HATE IT," and most often both. Over the next weeks, every aspect of the game is examined and debated. Strategies are discussed and hints are given. Frequent fights break out on whether the game is better or worse than competitors'. Some users seem to live for no other reason than to criticize games and others work overtime to act as defenders and evangelists for their favorites. If you're a gamer, the endless exchange of information and debate can get you lost for hours.

If your paycheck comes from actually making computer games for a living, you quickly learn to watch these services closely. They are the best single way available to find out what your customers think about your games and to identify potential problems early. For all of these reasons, on-line services have become Sierra's front lines in our battle to keep customers happy.

Getting Ready for the Gauntlet

In July of 1994, Sierra shipped *Outpost* for the first time. Unlike past products from our company, *Outpost* was not an adventure game, not a flight sim, and not a children's product. It was our first entry into a new category of strategy games. By the time *Outpost* was finally ready for release (months behind schedule), it had stacked up one of the largest pre-release backorders ever. Any time you ship this many units of a new product, there's likely to be a big demand for customer service. When the product is in a new category and as ambitious as *Outpost*, you know that inevitably there will be customers that have problems with it. Be it hardware compatibility,

faulty media, or honest to goodness hugs, the customers will come calling, and it's best to be ready.

Once the initial shipment of *Outpost* was done, the people at Sierra waited anxiously for the first responses on the game. Everyone had worked pretty hard on the product, and being human we wanted to hear the great things we were sure would appear. Not being babies in this business, we were sure that there

popular on-line services that are set aside for gamers lit up with messages on the subject of *Outpost*. There were initially lots of comments about the true multimedia aspects of the audio and visuals, comments on play mechanics, and excitement from players who were eagerly building their first colony in an attempt to build man's future in space. When their colonies started dying, the excitement boiled away.

There were severe criticisms of the manual, confusion on how to play the game, and lots of calls for features and feedback that the players wanted but that they couldn't find. People were lost. People were frustrated. Some of them even seemed downright mad. It was obvious we had a serious problem we needed to fix. We've seen some electronic mail storms in our time, but this one looked like it was going to be an e-mail apocalypse.

The E-mail Apocalypse Begins

The volume of mail moving through the on-line systems was massive. Sierra's customer service people assigned to the on-line services were quickly overwhelmed with it all. Because Sierra's Customer Service Department (usually one of the best in the industry), had just been moved to Seattle, Washington from Oakhurst, California, the department was short-handed. Usually this reduced capacity would not have been a problem in July. Most people are vacationing. Sierra programmers, marketing people and just about anyone else who could lend a hand jumped on the boards to help out. By the end of the week, it seemed all of Sierra had been pulled into the situation.

CompuServe to the Rescue

The helpful people at CompuServe saw what was happening and assisted us by creating a special board for *Outpost* message use. We also a special library was set up where we could post any patches, additional documentation, or other files for consumer use that we might generate. Designer Bruce Balfour was invited to personally chair a gamers' forum in an effort to better provide information about how the sophisticated internals of the game worked. By helping us collect all the electronic mail in one place so we could answer more mail quicker and provide more information, CompuServe really provided a

Free Outpost Patch Disk & A New Improved Tutorial

CONTACT:

Mailing

Address:

Sierra Outpost Update
Dept. 10
P.O. Box 485
Coarsegold CA
93614-0485

CompuServe: 76004,2143

or GO SIERRA

AOL:

Keyword SIERRA

Prodigy:

Mailbox WBWW55A

Please make sure to include your name, address, daytime telephone number, and request for the patch disk and/or the new *Outpost* Tutorial.

would be an e-mail harrage and inevitably someone wouldn't like it, but the design people were prepared—even eager—for a little criticism. Ken Williams had let us know from the start that he wanted *Outpost* to be not just a game, but the start of a long-running new game series for the company. The word was out early to collect any and all suggestions so that they could be implemented in Version 1.1.

Within two days of shipment, the areas of the

standout service for its gamers and for Sierra. (THANK YOU COMPUSERVE!)

While it was impossible to make some people happy with the situation immediately, thanks to CompuServe's help, we soon had a solid understanding of what we needed to do to get things on track. Over on the other services, (which spread their gaming messages across various areas of the service), the pandemonium continued and our ability to communicate with customers wasn't as successful, and took longer to get under control.

Damage Control

Based on our feedback, *Outpost* shipment was immediately discontinued so adjustments could be made to the product. The developers of the game, (whom had been working 16 hour days for weeks to get the game out and had mistakenly thought they were finished), were kidnapped back from their families, locked into a room, and given a priority list of problems and projects to be addressed and a time frame when they were needed. Documentation writers were also sequestered, and just about everyone involved called home to cancel their weekend plans. The next step in addressing the problem would call for some midnight oil.

To Download the Updated Sierra Tutorial

Compuserve:

GO GAMAPUB

Download File: OPTIPS.TXT

Sierra BBS: (206) 664- 0112

Access Sierra Library

Download File: OPTIPS.TXT

What We did

A patch disk to repair minor hugs and audio problems was made available within four days of the original shipment of the game - almost a record even for Sierra. It was immediately uploaded on all major on-line systems, and was updated as additional problems were found.

A new, more complete tutorial for *Outpost* was created to address customer confusion. Text of the new manual was also uploaded to the major on-line services. In response to this text, further writing was done, and seven days after first message on *Outpost*, a completely rewritten *Outpost* Tutorial manual was at the printer.

Sample colonies (which players could examine and experiment with), were uploaded onto the services so that confused gamers could get a better feel for what it takes to build a working colony. While Sierra provided a few of these, most were provided by gamers themselves. These gamers, who had gained an understanding of *Outpost* and were beginning to find success with it, started sharing tips and strategies with others and some of the hidden complexities of the game were brought to light for the benefit of all. The player-to-player support, more than anything

else, was a help at that time and to those gamers we also owe a big "Thanks".

Remarkably, in the small amount of time that we had been on hackorder, many retailers had already sold the last units of *Outpost* from their shelves. We were calling stores asking "Could you send your *Outpost* products back?" Retailers responded with "We are out of stock. We need more *Outposts*." While a few customers got so confused by the game they took advantage of our money-back guarantee; we were actually quite surprised to see how few customers were throwing in the towel.

New Outpost Developments

Though retailers were not pleased to be out of a product when their customers were asking for it by name, we held *Outpost* shipments for quite a long time. We began shipping new *Outposts* to the field only after patches had been made to the software and the new tutorial information was included in the boxes. Special steps were put into place to make sure any feedback we received on this version would be kept separate from other steps taken.

The developers of *Outpost* are back at work now, and the push is on to get a fully implemented new version of the game out as soon as possible. While this article is being written less than 45 days after shipment of the original, the developers are confident they are making headway quickly on the next version and are moving quickly on implementation of new features.

Was this an Adventure?

In showing a first draft of this article to my boss, he expressed a fear that the article could be seen by customers as an attempt to treat a serious mistake on Sierra's part in a trivial manner. "Adventures in Customer Service? Do you really think customers want to have their problems compared to a computer game?" I would hope that reading this, you all feel exactly the opposite and know that we took the whole situation very seriously. (I do admit that as a guy who makes my living working with customers, getting involved with the problem and actually making a difference is fulfilling). I don't know if anyone out there doesn't want me to enjoy my job.) The real point to this story is that the initial *Outpost* shipment was out the door. The genie was out of the bottle. The mistake had been made and our job was to fix it (and quick).

What We've Done

To get our customers back on track as soon as possible, the following steps have already been announced:

- A free *Outpost* update will go to every *Outpost* owner we know of as soon as we have it available. (If you haven't already registered your product, please do so.) The free update will be shipped to you on a few diskettes, so you will not need to turn in or replace your current *Outpost* CD. So keep playing on it and good luck building those colonies. (Big Hint: Pack for your trip very, very seriously).
- We will send the new printed tutorial manual free to any player who wants it, though if you're still confused or already frustrated, you'll find it quicker to simply download the file off a bulletin board. If

To Download the Outpost Patch Disk

Sierra BBS: (206) 664-0112

Access Sierra Library.

Download File : OUTP11.EXE

America On-Line:

Keyword: SIERRA

Download File : OUTP11.EXE

CompuServe:

GO GAMAPUB

Download File : OUTP11.ZIP

you don't have a modem or simply want the printed tutorial manual, don't hesitate to ask for it.


While I know that this does sound like the least we could do for you, take a second to think about whether other gaming companies do things like this. Remember that just the postage involved in sending disks and materials to 50,000 or more people is not a minor expense, and we wouldn't do it if we didn't care greatly about our customers. We also don't believe that this alone will be enough to completely fix the problem, so when we get this done we won't be packing up and going home.

Where We Are

We've been watching the board, and we know that many core gamers are still complaining when they lose colonies and it must be because of that blankity-blank manual. But often, the situations they describe as the root of their problem are the kind that we hope our manuals never address. After all, if you could instantly look up the answer when your Colony gets to a population around 1,000 and mysteriously a few residents begin dying each turn, then where would the fun be? While our manual isn't nearly as good as it will be someday, if it ever gets to the point where it can address the huge number of situations and problems *Outpost* throws at gamers, *Outpost* won't be the complex simulation we designed it to be or the manual will be too large to fit in the box.

Part of the point of *Outpost* is that starting a colony on an unknown planet has so many factors and so many unknowns. Figuring out the problems to be overcome is part of the game itself.

Where We Are Going

Sierra does intend to make *Outpost* a long-term series of games, with expansion modules, planet packs and other new features as time goes on. We believe that despite early problems, *Outpost* is still a great game and the best available in the genre. We back that assertion up with a money-back guarantee and what we believe to be the best Customer Support in Computer Gaming. We keep listening, keep responding, and keep building. That's the Sierra Way. The way we think all customer service ought to be. 

**Be sure to register your Outpost so
that we can keep you informed of
future updates as they occur.**



SPACE QUEST COLLECTOR'S EDITION

Roger Wilco and The Time Rippers



ROGER ENDS UP THE RIVER IN A SPACED-OUT QUEST

Space Quest is a classic. It's blend of science fiction fantasy and incorrigible comedy. There's plenty in this collection for every computer game enthusiast, and more.

Besides the usual surprises in the game there's some "inside" material, that shouldn't be missed...well, maybe you should be the judge of that. Here's a taste of how lucky the unluckiest Outer Space janitor in the galaxy can be...from *Roger Wilco and The Time Rippers*.

"I'm going to jump. Maybe I'll be lucky and land in the river."

"Say your prayers, Wilco..."

At The River's Edge (and wits end)

"Oh boy, I can't believe my good luck! I actually fell into the river unharmed! Now to make my way back to that time pod without being seen by the other Sequel..."

Huh?! What the.... What's going on?... Hey! Who the heck are you? Boy, am I glad to see you gals! I knew this planet had its share of beautiful butts, but I never..."

Roger needs a little help when it comes to his diplomacy with women. Not just a little help, a lot, it could cost him his...

"Huh? What do you mean shut up?... Hey, hold your harpoons, I'm just an innocent traveler.... Huh? How do you know my name?... Wait a minute, I don't recall ever meeting anyone named Zondra.

Believe me, I would remember you!... Oh no, you must have me mixed up with someone else. I could never leave you at the altar... any of you!

"Look, let me explain. You see, I'm not really from this time period. You see, one time I was.... OK! OK! I'm going. I'm going. Don't push. And, quit sticking that harpoon in my face. I've been through enough today as it is."

In The Underwater Cavern (or Roger is served up rare in the 'wimpeteria')

"Gee, for such nice-looking gals, they sure are mean. And she called me fly-boy...(sniff)...which makes me think of my little droid pal who is no more. And, whenever I think of FlyBoy, I think of Gladys...(sniff)...who's probably out

wandering the streets of Xenon, screaming her head off every time she sees something move.


These Babes are for the birds. From now on I'm going to stick to the Gladyses of the world, at least she doesn't poke, hurt, or scare me..."

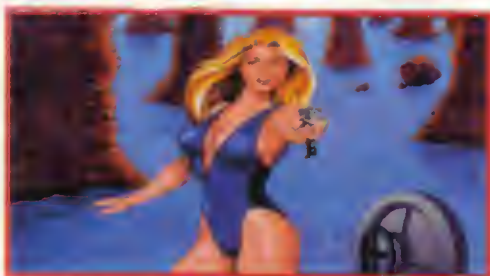
Roger Misunderstood When They Told Him That He'd Be Making Hormones

"Gosh, I better get control of myself. I don't want them to think I'm a wimp, not being as tough as they are.

Uh, excuse me. Where are.... oops, sorry. I was just asking. Wow, these women have attitudes, it's going to be a tough room to work.

Where in the world is this place? I thought I heard that woman say something about the planet Estros.

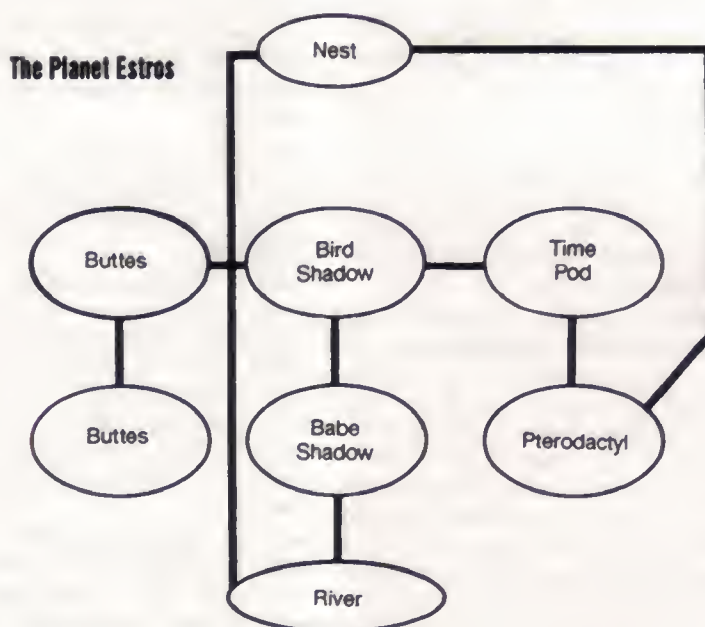
Oh my gosh, that must be where we are. We're on the planet Estros. I wonder what time period this is. Estros, huh? I can believe it. I just hope it's not that time." (The Official Guide to Roger Wilco, Compute Publications International, Ltd.) 



It's just Roger's luck. He encounters babes that are just as dangerous as they are beautiful.



Everyone's always wanted to know what makes Roger tick, but this time things have gone too far.





KING'S QUEST COLLECTOR'S EDITION

Absence Makes the Heart Go Yonder



YOU'LL FIND PLENTY WHEN YOU LOOK INSIDE KING'S QUEST

There's so much in all the King's Quest games that it would take several volumes to scratch the surface of the depth and intensity of the stories.

To better understand what a King's Quest game is composed of, here is a kind of flowchart of one small section of *King's Quest V: Absence Makes the Heart Go Yonder*.

Let's go and explore the desert. If you're playing the game now, save it; there are scorpions along the desert's southeastern border. They mean death. Good luck.

Note: Use the map below and the written instructions to cross the desert. You can see how much goes into the making of even a small section of a Sierra game.

The Desert Does Not Mean It's Deserted

Walk west four screens from the bee tree. Oasis. Drink. Save the game. Walk north two screens to the cliffs, then west three screens to the hole in the cliffs, with the temple visible in the distance. There are rocks to the east side of the opening in the cliffs. Stand behind them, you should now be hidden.

Wait for the bandits to gallop up; if you're hidden, you're safe, if you're not, you're dead. Watch what happens. When the bandits leave, drink at the spring, then go north to the temple door. Try and enter. Return to the opening-in-the-cliff screen. Drink. Save the game.

Walk west two screens, then south three screens to the next oasis. Drink. Save the game. From the oasis, walk west one more screen, then south until you find yourself in the handits' camp.

There are two tents here, a large one on the left where you can see reveling going on inside, and a smaller one to the right. There is also a campfire with a clay jar near it. Go to the jar and click the Hand icon on it. Graham will drink. Don't try to enter the big tent. If you do, or get too close to it, the bandits will discover and kill Graham. Go to the smaller tent, and save the game. Enter the smaller tent.

Inside, there is a sleeping handit who will wake up and kill Graham if Graham touches him, or tries to talk to him. This encounter is timed. Graham only has a short amount of time to find the magic staff, get it, and safely escape

before the bandit awakens. If the bandit wakes he will discover Graham, and our hero will be captured and killed. This is why we saved the game before we went into the tent. If this happens, restore it and try again.

Look around. You need to get the staff that's at the back of the tent. Walk straight back on the right (east) side of the tent pole. If you go on the left side, you will surely wake up the desperado. Carefully go and look around in back without touching the sleeping bandit. Take the staff. Again, without touching the sleeping bandit, leave the tent. Save the game.

From the bandits' camp, walk east four screens, then north one to the oasis. Drink. Save the game. From the oasis, go north two screens, where you will find a skeleton in the desert. Look at it, then look around. Nearby the skeleton, in the sand, is an object. Look at it. Take the boot. Walk north one screen, then east two more. Oasis. Drink. Save the game. You are now back at the first oasis you visited, and it's time to return to the temple.

As before, go north two screens to the cliffs, then west three. Walk north to the temple.

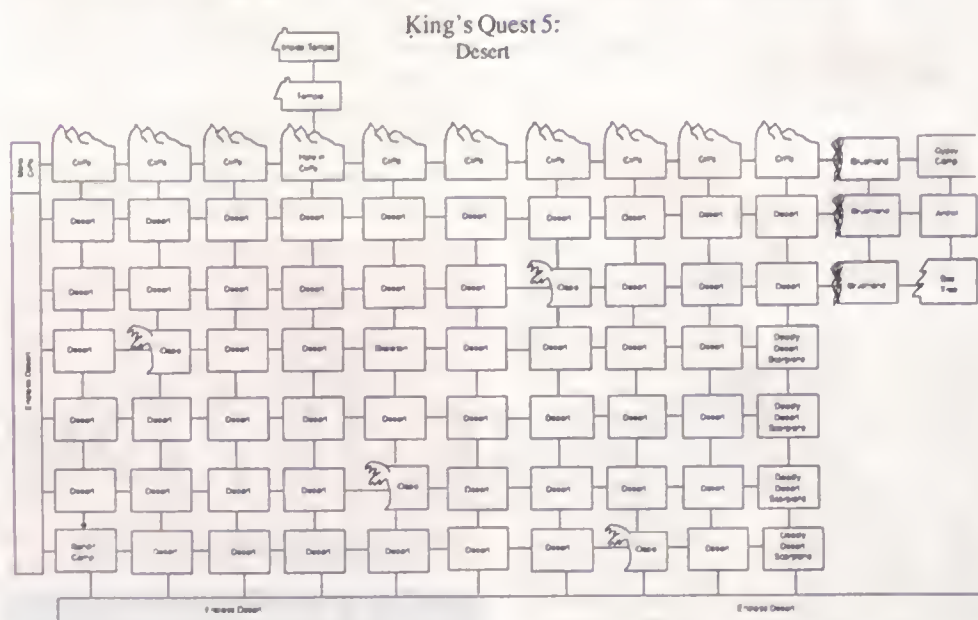
Drink. Save the game.

Walk up to the temple door and click the staff on it. Once the door opens and you enter the temple you'll have a short (a very short) time to loot the place. And, you have only one try at it.

In front of Graham, you'll see a small glitter on the ground. Take the gold coin. Next to it is a large brass bottle. Take it. Leave at once, don't try to get anything else. If you don't get out in time, restore your saved game and try again. Practice makes perfect. This will probably take you several tries. If taking the coin first doesn't work, try taking the bottle first. Keep trying.

Once safely outside, go to the spring and drink. Save the game again. You have now accomplished all you need to do in the desert and it's time to get out.

From the opening in the cliffs, go east three screens then south two. Oasis. Drink. From the oasis it's just 5 screens east to the bee tree. Save the game. Whew! (The King's Quest Companion, McGraw Hill.)



RUMOR MILL



Our New Managing Editor -Johnnie Magpie

WARNING: The Inmates Are Running The Asylum

For years, my article has been made the mockery of the *InterAction Magazine* through the editors heavy-handed use of an "OFFICIAL DISCLAIMER" on my articles that compared my writing to bigfoot appearances and my honesty and believability on par with an average politician. That's why I'm so proud to say that starting this issue, I, Johnnie Magpie, am now firmly in control of, *InterAction Magazine* as the Executive Editor. I won't get into long Victory Speeches, but I do hope to deliver a more entertaining, more meaningful publication that you'll look forward to each issue.

I hope you'll like what we are about to do here, and I invite your letters and comments on where you think we should go with this magazine. I should note that about half this magazine was already written when I wrestled control from the old editor, so don't expect miracles. I'll be flying as fast as I can... Now, down to business.

PHANTASMAGORIA MISSES YET ANOTHER CHRISTMAS

Originally announced as a product called "Scary Tales" over two years ago, Roberta Williams horror thriller will miss yet another Christmas this year. Originally slated to ship in time for Halloween, the announcement was made recently that this project has now been rescheduled for release February of 1995.

Exactly why *Phantasmagoria* has been delayed was not part of the announcement. A little listening in the hallway reveals that the decision had less to do with last minute bugs that are holding up release (the most common cause of product slippage) than with the volume of good footage that came from the more than 15 weeks of filming that was done for the game.

Roberta Williams, who had originally planned for the game to ship on two CD's, has already admitted to moving this to four. Word is though, that there are more than 10 CD's worth of footage worthy of inclusion in the game. (This is before programming code!) Knowing Roberta, don't be surprised if you see the first game to ship on 10 CD's somewhere early in 95.

Unexpected Fun Stuff on Space Quest Collection CD



If you haven't already heard about and therefore purchased Sierra's new 15th Anniversary Collections for *Space Quest* and *King's Quest*, turn to the back cover now and read all about them. (Go ahead, I'll wait).

If you already have them, you may want to take an extra-close look at the *Space Quest* Collection, you may just find a piece of software that you didn't know (and we didn't know) was on the disk until recently. The file, FUNSKRS.EXE brings up a very weird and very funny piece of software done long ago by a *Space Quest* programmer that explains the origin of the 'Talking Bear', which is a running gag in the *Space Quest* series.

In Oakhurst, CA, where Sierra Publishing is located, the 'Talking Bear' is THE local landmark. So, many people use the Bear when they give directions on how to get to the offices. When the bear was relocated during road construction, people had to change their directions to

Turn right where the "Talking Bear" used to be - which got a lot of people lost.

The software you'll find on the CD gives a much more complete, and much more humorous

Warning: Always right, never wrong, and always wildly accurate, Johnnie Magpie is *Interaction Magazine's* least controllable and most controversial executive editor. Management does not matter, and in fact they have nothing to say about the inclusion of this feature in my magazine.

By Johnnie Magpie

account of the history of the "Talking Bear". It's a piece of inspired lunacy that no one knew was on the disk. It wasn't tested or documented, and once found, no one would take any responsibility for it. I suspect that *Space Quest* designer, Scott Murphy did it, but he's not admitting to anything (as usual). Definitely worth looking for.

What Are The New Games?

I've always tried hard to make my column the first place people see information about new games, though a few things have slipped through lately that completely surprised me. *Battle Bugs*, for instance, is a game that this reporter never even heard about until it was practically done, although everyone knows I absolutely love war/strategy games. I also didn't get any reports

THESE ARE THE ONES THAT... LODE RUNNER



In its' original incarnation, this game was so addictive that it almost got me fired!

that *Lode Runner* was in development, but for a much different reason. Most of my friends know that when the original *Lode Runner* hit in the early 80's I was so obsessed with it that it almost cost me my job, so they hid it from me. I dropped the ball folks! Sorry!

I am incredibly happy to be able to report two new adventure games that recently began development, *Gabriel Knight II* and *Doctor Brain: Brain Damage*. While everyone knows about the original *Gabriel Knight*, which was last Christmas's highest adventure game and officially launched Jane Jensen into the big leagues (formally she worked very closely with Roberta Williams on the hugely successful, *King's Quest VI*).

Newer gamers may not be familiar with the original *Island of Doctor Brain*, or it's sequel *Castle of Doctor Bram*. While it was destiny that Jane Jensen get her own series with *Gabriel Knight*, for a while I was worried that *Doctor Brain* might have seen its last installment and I'm

especially glad to see it back.

As is briefly noted in "NEWS NOTES" this issue, Jane Jensen has been all over Europe doing the research on her next *Gabriel*, and I hear it will center in Werewolves and/or Vampires, maybe both, but will definitely still star the rough-edged *Gabriel Knight* that actor, Tim Curry gave so much life to in the original installment. This one will be worth waiting for.



Don't let the educational-style packaging fool you! These are just plain great games!

While I've heard less about the actual workings of the next *Doctor Brain*, it's always been a little hard to describe the games anyway, given that under the adventure game surface, there are dozens and dozens of interlocking visual and logical brain teasers. The earlier *Doctor Brains*, originally marketed as front line Sierra Adventure

... GOT AWAY

BATTLE BUGS



This could be the next one that gets me in trouble. I love strategy games - and this one is funny!

Games, are still available on the educational shelf as part of the *Sierra Discovery Series*. Don't let the educational theme fool you. These are games, and great ones.

From north in Eugene, Oregon, there is still little word from the folks at Dynamix as to what to expect or when to expect the sequel to *Aces Over Europe*. (Yes, I know about *Aces of the Deep*, but I mean as a flight simulator). Maybe it's because everyone's still finishing up this year's Christmas products, but the folks have seemed unusually tight-lipped about product plans for the next year.

The only things I have to report at all is that Pat Cook, designer of the *Front Page Sports* series, has been endlessly babbling about how good Baseball would be on INN. I'm not sure if he's saying it as a suggestion or a promise. Also, all the members of the Locker Room, (the group of programmers, artists, etc. that develop the *Front Page Sports* line) suddenly have a great interest in the local hockey rink and often carry

around those funny curved sticks we've never seen in California, at least until very recently. I bet we can all guess where the *Front Page Sports* games will be going next.

From Sierra's development arm, Coktel, I had expected to see *Inca II* and *Goblins Quest 4* show up soon. (They were listed on development schedules). Instead, two very different games, *Veltion* and *McGruff of Azimuth*, showed up at the door. *McGruff*, a very interesting story about racial tension between man and mutant set centuries from now after the next world war, does share some of the puzzle elements with the *Goblins Quest* series, but it's not exactly a sequel. (Don't let the heavy-sounding plot fool you, this is pure fun and games. A major subplot of the game is to find out who killed *McGruffs* Teddy Bear and the "Mutants" are basically gorillas with colorful, parrot-like stripes). *Veltion*, looks like an Inca game on screen, but again, where are the Incas? Instead, the plot on this one centers around a young earthling raised on video games as he is enlisted into an intergalactic war. Great graphics on this one. I'll tell you more about both of these as I find out.

That's really all the new news, sorry. There should be more next time. But to touch on old news, the *Space Quest 6* game under development is really causing a stir in the programming department. Everyone coming out of the office is laughing, but I'm not allowed in.

I did see a short demo of the game, which should be released by the time you read this and it had *Leisure Suit Larry*, designer, Al Lowe laughing so hard that I was afraid the guy would wet his pants. It's a very miss-able little reference you will have to look for. If you see a big space ship that sort of looks like an athletic supporter (though Josh Mandel denies it) take a close look at the numbers on the side. I guess Josh Mandel (the *Space Quest 6* designer and co-designer with



You can expect some really big things in the upcoming *Space Quest 6*.

Al Lowe on the also very funny *Freddy Pharkas Frontier Pharmacist* got a little tired of hearing from Al about how good the CD version of *Leisure Suit Larry 6* was after the SVGA rewrite. I guess he wanted to send Al a personal message. Again, something worth looking for.

Bye for now!

J. Magpie

Johnnie Magpie.



A PERSONAL MESSAGE FROM JOHNNIE MAGPIE!

Sometimes, bad things happen to good games.

Never mind the reasons or who's to blame. Sometimes darn good games don't get the chance they need to find the success they deserve. It makes me angry.

Some games deserve to be bestsellers, but never get that "big break." Gone from shelves before the few people that buy them can recommend them to friends, they are either soon forgotten, or live an unfulfilled product life. It's just not fair.

Take, for instance, *Peppers Adventures in Time*. This great game dared to ask questions like "What if our our Founding Fathers had the Woodstock spirit instead of the Spirit of '76?" "Could peace marches have won the American Revolution?" "Would Ben Franklin come up with truly cosmic ideas if he had a hot tub of his own?" *Pepper* bravely time travels back into a "Twisty History," to find out.



DISK \$34.95

Never the hit it deserved to be, "Pepper" did get the attention of Roberta Williams, who asked designer Lorelei Shannon to join her as co-designer of *King's Quest VII*. What did Roberta see in this game that the whole world missed? Find out for yourself. You won't be sorry.

Another unfortunate example of a good game done wrong is *Lost in Time*. This is a great multimedia CD. Tough but honest puzzles wrapped into a fun but involving plot, *Lost In Time* got great reviews because it is so much just plain fun to play. Unfortunately, its packaging looks like a Harlequin Romance novel, so most men wouldn't buy it. This is a real shame as a great game is going unplayed. Don't let the packaging turn you away from this one.



CD \$34.95

CAN YOU HELP?

It isn't fair that some great games become bestsellers, while games like these struggle in silence. They need and deserve your love, attention and playtime. Only you can help them. Please Invite one to live with you today. Call now and tell them Magpie sent you to get an additional \$5 off.

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Of the New Sierra Studio



Will Hollywood talent make the trek to Sierra's new Digital Studio? Bill Crowe said "Build it and they will come."

Sierra visionary Bill Crowe dreamed of a digital movie studio, and built that dream in Oakhurst, CA. This photo was provided by Sony Corporation, which has showcased Bill's studio in its advertising as a great example of how good such a studio can really be.

When Sierra finally completed construction of its new video studio early in 1994, *Phantasmagoria* began filming immediately. The set was closed, meaning no one—especially me—was allowed inside (only the performers and crew). It was very frustrating not being able to snoop around the new digs. I waited anxiously for my first opportunity to get beyond the locked doors of the place.

After what seemed like three or four months (but was actually only 12 to 16 weeks) Bill Crowe finally consented to show me around. We started out in the Main Control Room of the studio where Bill spends most of his time.

The control room is located in a large loft area overlooking the main set of the studio. (At least it would overlook the set if it had not been crammed floor to ceiling with obviously expensive high tech toys and video monitors.) Bill tried to explain the importance of the many pieces of equipment in the room, but eventually gave up when I couldn't understand the complexities (and he could not come up with an explanation that was simplistic enough.) Bill is a dedicated technophile of the highest order. A mere mortal like me will probably always frustrate him.

Bill did make clear the enormous expense involved in creating the new production facility. He had been a little offended that one computer

magazine had recently reported the cost to be around \$60,000 when actually the final cost had been about 15 times that. He considered this price to be a real bargain for what had been built. He even showed off an ad that had been done by Sony (a primary supplier of studio equipment) which profiled his new studio as a great example of how such facilities should be put together.

Bill also went to great lengths to tell me the Victorian home and surrounding crypts that make up the majority of the *Phantasmagoria* sets do not actually exist and are completely virtual. He and the *Phantasmagoria* Art Director had investigated having the sets built and shooting the game on location but had ultimately decided that computers could now do the work better and cheaper. He did sheepishly admit that this had turned out to be half true. While the virtual house looked better than it ever could have in real life, it might have been cheaper to build it with limited building permits and then bulldoze it to the ground at the end of shooting.

While I sat with Bill, I watched the taping of a minor scene on the video monitors. It takes place in a bedroom, and what I saw on screen was stunning. It was my first look at the lead

actress in the production. I was surprised to find that while she was very pretty, it wasn't in the "scream queen of horror" kind of way I had expected. The footage was casual—a woman unpacking boxes as she moves into a new bedroom. Bill said it was an "establishing shot"—whatever that means.

As far as action goes, there was nothing stunning going on (certainly no sign of any of the murder or mayhem I had heard that the game was full of). In spite of this, the vibrant colors of the furniture and the quietly disturbing random movement of something in the background shadows (which signified the presence of something unseen and evil) were enough to convince me the virtual house had been a good decision.

After the shot was complete, Bill invited me downstairs to mingle with the cast and crew. He pointed to the steps and sent me on my way. When I got to the bottom of the steps, I immediately turned and went back up them. They had led to a large, practically empty room that was covered floor to ceiling in a baby blue paper that seemed to swallow all light and cancel out all perspective and dimension. I dismissed immediately that this was the set I had just seen on the monitors upstairs. I was halfway back up the steps when I realized I had seen a person in that room and it was the actress I had just been watching.

Although Crowe had tried to help me understand, this was my first exposure to a "virtual set". Tori (the actress I had watched perform) was real enough, but the entire rest of the scene was just a collection of digital trickery on someone's computer screen. I realized my mistake, but the whole thing had seemed so real I was left just a bit disoriented. Bill Crowe appeared behind me on the steps and with a laugh told me he gets the same response all the time. In the new age of "Digital Hollywood," things are never really quite what they seem.

I've promised Bill Crowe, Roberta and the rest of the staff that I would hold off doing an in-depth article on *Phantasmagoria* until the production is more than just digitized film and flow charts in a design document. But, I couldn't resist collecting just a few stories of the production so that I could report them here.

By Johnnie Magpie



**Forget the flash,
glitz, and high tech
wizardry... Making
games is still just a
weird way to
make a living.**



A TALE OF HORROR AND SADISTIC TRICKERY (AND IT'S ABOUT THE CREW)

It seems that the male lead in the movie had to have a latex mask made for filming. The process involved putting two straws in his nose and dunking his whole head into a vat of thick, smelly chemicals. It was not a pleasant task. After the dunking, he was told to sit absolutely still while breathing through the straws. This lasted for more than an hour and the whole time his eyes and mouth were covered by the thick rubber. He felt miserable.



When the make-up person finally began removing the latex, he felt an almost incredible relief, but when the mask was removed, everything was dark. The crewmen and make-up people working around him could be heard but not seen. They didn't realize something had gone wrong. His eyes.

He couldn't see. Something horrible had happened. The chemicals were too strong. They had stricken him blind! He had to get the attention of the crew members and make them understand. The actor became frantic as he worked to make others aware of his situation.

If you hadn't guessed already, Don was not really blinded by the chemicals. What happened was that the somewhat sadistic crew members had turned off all the lights in the

studio before removing the mask. They moved around casually as if nothing at all was out of the ordinary, so that Don would freak out. If you believe what they say, the crew was not disappointed.

WHEN THEY DELIVERED CARNO'S TOYS

No one in Oakhurst is likely to soon forget when the major *Phantasmagoria* props were delivered to the studio. These props were obviously torture devices straight out of the dungeons of the Spanish Inquisition. Handmade by local artisans (at no doubt great expense), the purpose of these devices was obvious. It was spooky just to look at them.

The props were delivered in broad daylight in open trucks. It was a weekday and at lunchtime. As soon as the trucks pulled into the studio parking lot, a small crowd gathered around to look at them. More than a few people in the crowd were obviously not amused.



After 15 years, many local residents still don't know what Sierra produces in those big buildings around town, but the intent of these ugly machines was plain. I'm sure that even as you read this, somewhere in Oakhurst, there is gossip being passed about the sickos at Sierra and that obscene little collection of exercise equipment we've collected.

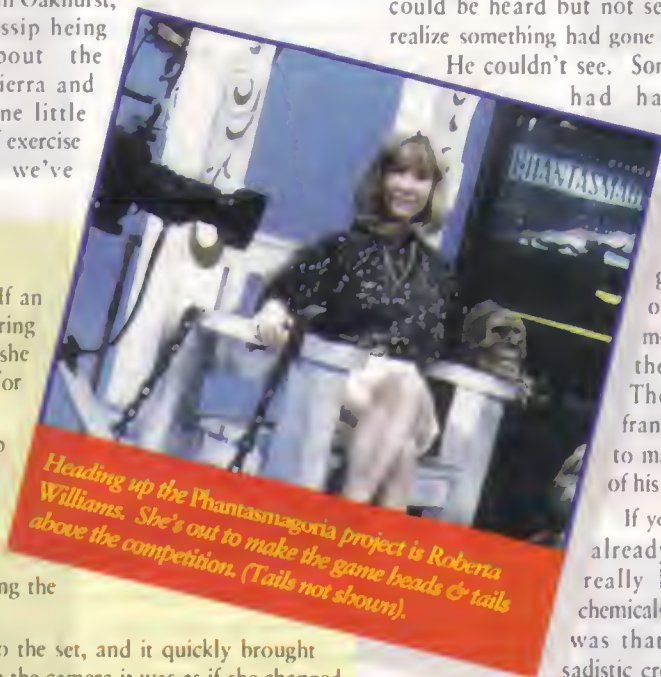
THE STORY OF TORI'S JEANS

One of the most important factors in a movie is continuity. If an actress is soaking wet in the main scene, her hair can't be dry during the close-up. If she's wearing jeans when she sits down at a table, she can't be wearing a skirt when she gets up. It makes it pretty hard for the viewer to buy into the film if you don't have it.

The female lead actress (Tori) of *Phantasmagoria* showed up for her first day of filming wearing a comfortable pair of jeans and a pumpkin colored top. She was about to go to her dressing room to change into her costume when the producer of the film told her not to. He liked her street clothes better than the costume they originally had planned, so she began filming wearing the jeans and ended up wearing them three days in a row.

On day four of filming, Tori wore a different pair of jeans to the set, and it quickly brought shooting to a halt. While to the casual observer, jeans are jeans, to the camera it was as if she changed from striped clothes to plaid. It seems that blue jeans develop a unique look after time, and a search netted the conclusion that Tori's were one of a kind.

This wasn't an unsolvable problem, but it did require a little sacrifice on Tori's part. By the time the filming for *Phantasmagoria* was complete, duct tape, patches and prayers were all that held Tori's pants together. She had worn them to the set every single day of the 15 weeks of filming.



Heading up the Phantasmagoria project is Robena Williams. She's out to make the game heads & tails above the competition. (Tails not shown).

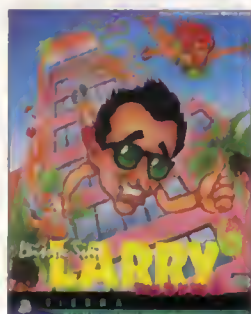
TOP TEN GAMES

1 2 3 4 5 6 7 8 9 10



1. Outpost

Build human-kind's future in space. The Earth has been destroyed and your planning strategy may be the only link between the extinction of the human race and its survival. Unrivalled graphics, incredible depth of play, and a NASA related database takes *Outpost* light years beyond earth planning/building, strategy games. *Outpost* has broken all-known sales records in Germany and France.



2. Leisure Suit Larry 6: Shape Up or Slip Out

Imagine being stranded in a luxurious resort playground with 9 beautiful, alluring women. Swimsuits, spas, fun and sun, what more could you ask for? Try out your best lines to desirous women. Need a challenge? You can be sure Leisure Suit Larry will provide all the bumbleheaded challenges and scores you could ask for.



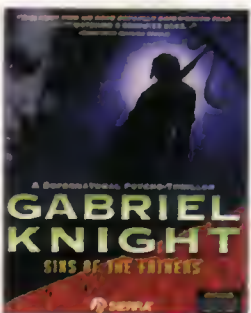
3. Police Quest: Open Season

There's a killer on the loose and the random murders continue to mount. "Reality role-playing," and "doing it by the book" throws players into a paradox world where rules and reality come into conflict. Outstanding film-quality scenes, characters, and a dynamic, stereo soundtrack. (Edited Los Angeles Detective's Procedures Manual included.) Parental discretion is advised.



4. King's Quest VI: The Great Inland Sea

Explore the world of fantasy and adventure that has enchanted millions of game players. Prince Alexander desperately searches for his Princess in peril. New technology and bold adventure writing has made this chapter of the award-winning *King's Quest* series, the most expansive, and richly appointed magical adventure ever for your entire family. Available in CD-ROM and Macintosh.



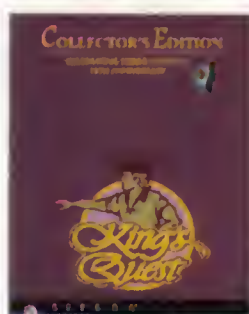
5. Gabriel Knight: Sins of the Fathers

Mystery thriller, adventure chiller, *Gabriel Knight* is a game to be played when you know someone else is home. Gabriel is tormented by terrifying nightmares that you watch in blood-red, real graphics. Hollywood actors supply the voices and the graphic film sequences will astound you. Contains adult subject matter. Available in CD-ROM.



6. Aces Over Europe

Enlist in the German, British, or American air force as a fighter pilot. Thrill to 3-D flight simulation air-to-air or air-to ground battles that might have occurred over the years between 1944 and May 1945. Includes a photojournalism, Historic Reference Manual (Windows) with photos.



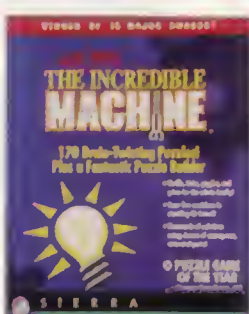
7. King's Quest Collector's Edition - CD-ROM

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